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REVIEWED: GHOST BUSTERS II

YOUR BADGE
IS MISSING
ASK YOUR
NEWSAGENT
FOR A NEW ONE

FREE INCREDIBLE HOLOGRAM!

SOME SLIMER'S
GOT YOUR
HOLOGRAM
ASK YOUR
NEWSAGENT
FOR A NEW ONE!

INCREDIBLE GHOSTBUSTERS II HOLOPREVIEWS!
TWO TO COLLECT - WHICH ONE HAVE YOU GOT?

WIN!! AMAZING HARD
DRIVIN' GOODIES!
INCREDIBLE REVIEWS:
TURBO OUTRUN ● GHOULS 'N' GHOSTS
NINJA WARRIORS ● DOUBLE DRAGON II

EXCLUSIVE!!
PC ENGINE II: AMAZING
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COMPUTER
+video
GAMES

**EXCLUSIVE!
HARD
DRIVIN':
ARCADE
QUALITY
RACING!**

**FREE!!!
AMAZIN'
HARD
DRIVIN'
BADGE!!**

YOUR BADGE
IS MISSING
ASK YOUR
NEWSAGENT
FOR A NEW ONE

FREE INCREDIBLE HOLOGRAM!

C+VG HOLO PREVIEW No 6
GHOSTBUSTERS II
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INCREDIBLE GHOSTBUSTERS II HOLOPREVIEWS!
TWO TO COLLECT - WHICH ONE HAVE YOU GOT?

GHOSTBUSTERS II

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EXCLUSIVE!!
PC ENGINE II: AMAZING
NEW GAME PICS INSIDE!

1 2

9 770261 369000

THE ULTIMATE

six exciting action sequences
put you in control of Elliot Ness's
elite squad of mafia-busters.

ALLEYWAY SHOOTOUTS
THE BORDER RAID

The Railway Station confrontation and
Warehouse bust culminating in the thrilling
denouement of a
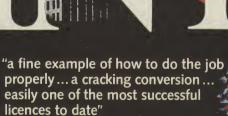
ROOFTOP DUEL

as you re-live the knife edge existence of Ness
in his struggle against the retribution of Capone!

THE
UNTOUCHABLES
LIVE AN AMERICAN LEGEND

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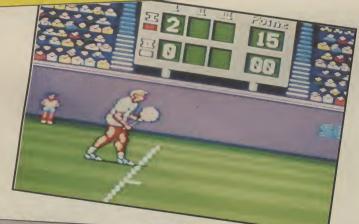
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MEGADRIVE OFFER 30

C+VG offers the best discount coupons yet, with a whole forty quid off a Sega Megadrive!

COMPILATION CRAZEE 88

Christmas is the time of merriment, good cheer... and game compilations. We review this year's selection.

MEAN MACHINES 108

We've got Bloody Wolf on the PC Engine, two brand spanking new Sega games, Cloud Master and Tennis ace, and news of an affordable arcade system!

PREVIEWS 154

Loads of amazing stuff this month, including Dynamite Dux, Psycho Fox and Dead Angle on the Sega Master System, Footballer of the Year II, Punisher, Snoopy, Cinemaware's latest and greatest, TV Sports Basketball, Darius Plus and the Bitmap Bros' stunning new isometric perspective game, Cadaver!

ART EDITOR: ANDREA "GIMME COPY" WALKER Andrea is C+VG's Art Editor, and spends most of her time looking for her scalpel/rulers/scissors/pen so she can slap the next page down at top speed and have enough time to nip into the games room for a quick blast.

STAFF WRITER: PAUL "STAND-IN' GLANCEY Hero Paul, who stood in as extra team member in the European Championships recently is still reeling with shock, since he beat top Spanish and French players on several games! "I never knew I had it in me", he was heard to say.
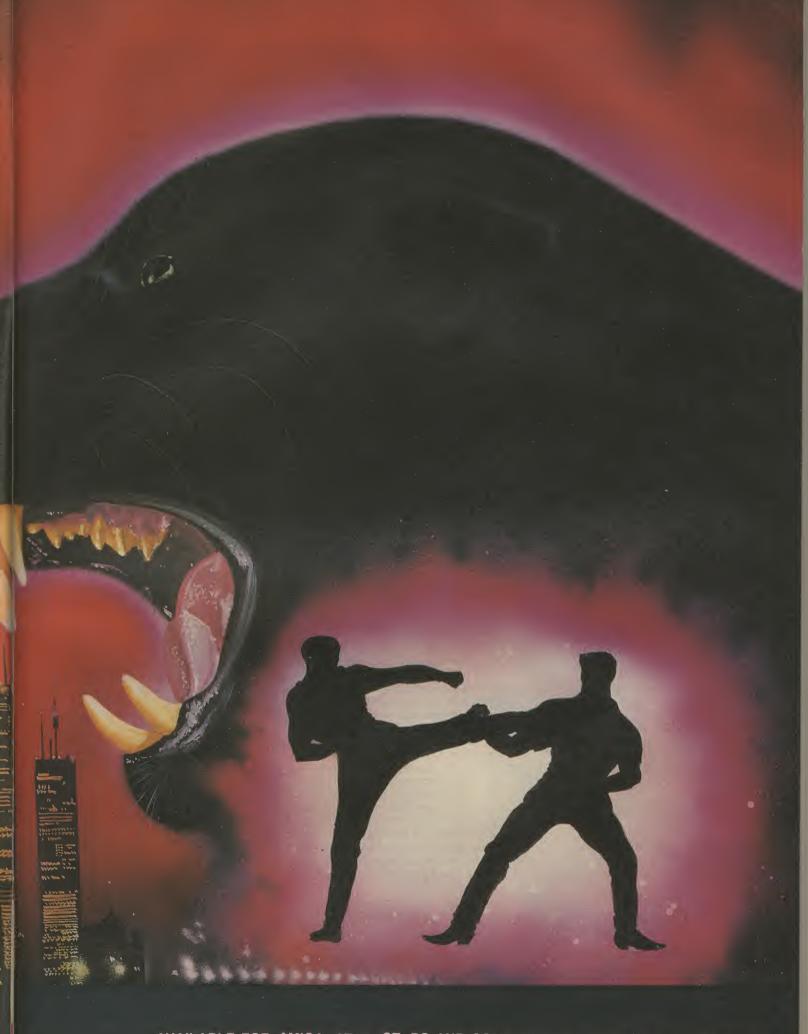
STAFF WRITER: PAUL "RANDY" RAND On a recent trip back to his home town of Newcastle he had a bit of an argument with a chip pan fryer and game off the worse for wear. "The oil just jumped onto me hand" said our Geordie chum, brandishing his bandaged appendage.

PC ENGINE SG

The consoles war is hotting up! Looking like something out of a science fiction movie, the PC Engine Super Grafx is released in Japan at the end of this month. Just how good is this latest super console? Julian Rignall has the story...

INSIDE THE BEAST

The PC Engine Super Grafx is a stunning-looking machine which resembles a piece of high-tech military gadgetry. And beneath its rugged exterior beats a mighty heart.

The machine uses a similar processor to the normal Engine, but has the addition of special video and blitter-style chips to shift sprite data around very quickly, allowing up to 128 sprites to appear on-screen simultaneously, compared with the Engine's 64.

The sound chip is the same as the Engine, but since Super Grafx cartridges feature more memory than their PC Engine counterparts, there will be much more room for sampled sounds and speech.

▲ *The new console in all it's glory.*

▲ *Airborne blasting thrills!*

THE GAMES

First and foremost, the PC Engine SG is compatible with all existing PC Engine titles, a feature that has become increasingly important in the design of new consoles, as it gives the user an instant games library while newer titles are developed.

There are details of only three SG games at the moment, a conversion of Capcom's Ghouls 'n' Ghosts (which looks as good as, if not better than the Megadrive version), an amazing Rastan-style arcade adventure, and a stunning 3D flying game that looks similar to Lock-On. The latter two have untranslatable Japanese names.

Reports state that there are another seven games currently being developed.

THE WHOPPER ADD-ON

An incredible piece of hardware that is being released simultaneously with the Engine SG is the Power Console, a control unit which makes the Konix Multisystem look very ill indeed. It fea-
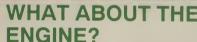tures a full steering yoke, rather like the controls on the Star Wars arcade games, complete with top-mounted fire buttons, a gear stick/throttle, an LCD clock/timer, an LED radar-type display, a numeric keypad, and a plethora of buttons and knobs! The Engine SG slips neatly inside it, and once installed, you've got a control system that a 747 pilot would be jealous of!

▼ *The Power Console - how's THAT for a joystick?*

▲ SuperGrafx Ghoul's 'n' Ghosts

WHAT ABOUT THE ENGINE?

The immediate thought is that PC Engine software will dry up when the SG is released. Rubbish! With over 1.9 million Engine users in Japan alone, the American version of the Engine, the TurboGrafx just released, and a European version on the way (rumours currently state that it'll be available by autumn 1990), there's going to loads of new Engine games. What's more than likely to happen is that games will appear on both systems, with the SG game being a very enhanced version of the normal PC Engine title.

IN CONCLUSION

The Engine SG is a brilliant new machine, especially when you take into account the amazing Power Console. PC Engine titles already hold their own when compared with games on other systems - with its extra chips, SG games should be simply stunning!

WHEN AND WHERE
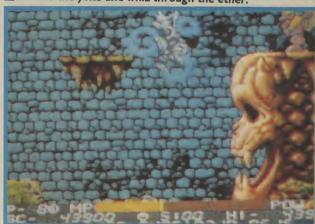
The PC Engine is yet to be officially released in Britain, so the PC Engine SG is a long way off appearing. The release date in Japan is later on this month and it'll retail at just under £180 - if things go the same way as they did with the Engine, you'll probably be able to buy modified imported versions early in the new year for around £250...

▲ Grab the yoke and whiz through the ether.

▲ Rastan-style hackin' and slayin'.

SPEC PROCESSOR: HUDSON 6502 LSI+
COLOURS: 512
RESOLUTION: 256x216
SPRITES: 128 ON-SCREEN SIMULTANEOUSLY
SOUND: 6-CHANNEL STEREO
RAM: 128K WITH 32K VIDEO RAM

Pretty As A Picture, Mean As The Devil.

Weird things happen... The slime is on the rise. The Titanic has arrived. And after 300 years, Vigo the Carpathian won't stay dead.

Who you gonna call?

Get your bustin' business back on its feet. Hit the streets in your Ectomobile. Go underground to discover a river of slime...and rise above it all with the Statue of Liberty. All to turn evil to good and defeat Vigo at the Museum of Art.

Action, adventure, strategy challenges — and great laughs. Ghostbusters II.

ATARI ST SCREEN SHOWN

THEY'

GHOSTBUSTERS™ II

'RE BACK!

ACTIVISION

CHAMP-IOOOONS

Yaah! We stuffed 'em! The UK Video Games Team sponsored by US Gold and Computer and Video Games fair trounced the French and Spanish national sides in the first European Video Games Championship held recently at the Salon de la Micro show in Paris.

THE BRITISH TEAM ROSTER WAS:

JULIAN "The Cap'n" RIGNALL - C+VG's Ed, also ex-C+VG arcade champ and blaster extraordinaire.
MARTIN "Tactics" DEEM - Another ex-C+VG arcade champ, and holder of numerous arcade world records.
SIMON "Pommes-Frites" HADLING-TON - Runner-up in the US Gold/Boys Club games championship of '88.
STUART "Nee Bats Man" CAMP-BELL - Overall winner of aforemen-tioned US Gold/Boys Club competition.
PAUL "Oh No" GLANCEY - C+VG Staff Writer and last-minute substitute.

The team was ably supported by US Gold PR supremo Danielle Woodyatt and her assistant Andrea, who organised the whole trip, argued with waiters and took the pics.

THE COMPETITION
The players were tested in three minute sessions on five games across a variety of machines. The team scores were then totalled and the win-

▲ The night before... The TILT staff treat the teams to an amazingly keen meal, but judging by this shot of Julian's peppered steak, the wine was flowing a little TOO freely for our anonymous camera person...

▲ Martin Deem mulls over his strategy before taking on Amiga New Zealand Story.

▲ Martin and Simon try to glean a few moments of practice on Turbo Cup, the ST game which was to prove the team's nemesis.

▲ Simon grips his day-glo joystick with relish, licking his lips as he takes control of Tiki the kiwi. New Zealand Story is the game he's best at!

CHAMP-IOOOONS

It's all over and it's time for the winners to pose in the Paris sunshine for Danielle to take a team photo. And they are (from left to right): Paul Glancey, Andrea Newton (US Gold haggler, translator and general bonne vivante), Martin Deem, Julian Rignall, Stuart Campbell, and Simon Hadlington. Vive les vainqueurs!!! Right, now off for some more of that fancy French nosh!

ners declared. The British team notched up record scores on Nintendo's Super Mario Brothers, Ocean's Amiga version of New Zealand Story and Sega's poopy old Captain Silver. The lads did creditably on the Amstrad conversion of Forgotten Worlds too, and were only stymied by the ST version of Loriciel's Turbo Cup, which only Julian had played before (a year ago!).

THE RESULTS

But luck and a following wind were on our side. With sterling performances all round, the team took first place, followed by the French (sponsored by Tilt magazine) and then the Spanish team (sponsored by Micromania magazine).

Our boys won 3000 francs (about 300) each, and Julian would have taken the prize for "Best Player of the Tournament" (about 500) had he been .02 of a second faster in Turbo Cup. Tchaah! Still, that leaves him something to set his sights on for next year's competition, which will be held at the ECES Show (formerly the PC Show) next Autumn!

AROUND THE WORLD OCEAN WINS BATTLE

Ocean, continuing their policy of releasing strong 16 bit software, have just secured the rights to the sequel to Rainbird's stunning 3D arcade strategy sim, Carrier Command. Battle Command is a 3D futuristic tank battle and will be released in March. More news when we have it.

A STUNNA

Domark have snapped up the rights to two of Atari/Tengen's hottest new coinops, Escape From The Planet Of The Robot Monsters and STUN Runner.
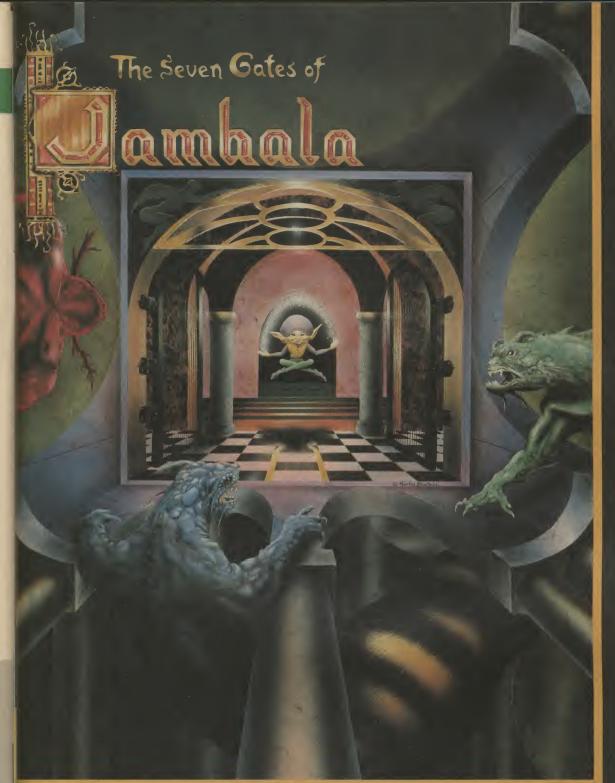
Planet Of The Robot Monsters is a hilarious forced-perspective 3D romp in which you have to travel through a robot infested base and rescue the enslaved humans, while STUN Runner is a fabulous new 3D race 'n' blast game - for more details read the full review in the Arcade Action Megabook.

DR DOOM AND SPACE ACE

Coming soon from Entertainment International are two new licensed products. There's Dr Doom's Revenge, the game of the Marvel cartoon character, in which you control Spiderman and Captain America on their way to defeating the eponymous baddie, and Space Ace, the conversion of the laser disk arcade game that's being programmed by the team behind Dragon's Lair. We've already seen a demo and it looks amazing on both ST and Amiga - expect a review next month.

THE RATINGS

When a game is reviewed, we give ratings for five different criteria:

GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND

Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

VALUE

Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words - is it worth the money.

PLAYABILITY

This tells you how addictive and enjoyable the game is - the higher the rating is, the more playable the game is.

OVERALL

The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

THE MARKS

85+
A C+VG HIT! An outstanding game that shouldn't be missed.

70-85
A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

55-69
Average to fairly good. Could still appeal to fans of the genre.

40-55
Below average to average. Generally a disappointment.

15-39
Generally a poor game that mightn't even appeal to the most ardent fans.

14-
Ugh! Binary sewage that's guaranteed to make your computer throw up.

THE REVIEWERS

JULIAN RIGNALL
C+VG's arcade player who lives for coin-op conversions, shoot 'em ups and arcade adventures.

PAUL GLANCEY
He loves games requiring brains, but doesn't mind the odd blaster.

GORDON HOUGHTON
Ex-ZZAP! 64 Editor who loves games of all sorts, but blasters are tops in his house.

PAUL RAND
An easy-to-please gamer who likes all sorts of computer games.

REVIEWS

GHOSTBU

Times have been hard for the Ghostbusters. Instead of being treated like heroes after saving New York from the evil of Zuul, they were forced to take the blame for the battle-damaged city and had to disband. Now, four years later they're called out of retirement by a painting of an ancient Euro-psycho named Vigo in the NY Museum of Modern Art, the presence of something supernatural under the streets of the city and Dana Barrett's baby, Oscar...

Activision's game of the film features three sub-games inspired by scenes from the movie. In the first stage, you have to lower Ray Stantz down a 120m deep airshaft on a cable to get a sample from what is, in fact, a river of slime running along the Van Horne underground railroad. As Stantz descends you have to zap attacking spectres, ghostly hands and cable-cutting ghosts, while swinging him left and right to collect three bits of a goop scoop, as well as extra weapon supplies and courage elixir from ledges on the side of the shaft. The prospect of getting a man on a swinging rope to shoot ghosts coming at him from six directions while collecting extra weapons might sound like a nightmare, but in fact the clever joystick control makes it surprising-

ly easy. So easy, in fact, that it's not going to be long before you're loading up the next section.

Having analysed the slime the Ghostbusters have found it sensitive to emotional energy, so they decide the only way to rid the streets of spooks is to use positively-charged slime to animate the Statue of Liberty, then rally a crowd of happy New Yorkers behind them and draw power from their positive vibes. This part of the game takes the form of an unusual sideways-scrolling shoot 'em up with Miss Liberty leading some dinky citizen-sprites on the left of the screen, and swarms of slimers and spooks flying on from the right. The statue's torch draws on a supply of good slime to produce joystick-controlled fireballs which you can use to shoot down the encroaching swarms of phantoms. Blasted phantoms drop slime to the streets, which a group of your folks have to

BY ACTIVISION

dash out and pick up to top up the slime tank. The graphics on this bit are superb - tiny but incredibly detailed ghost sprites which look just like the spooks

in the movie. The shoot' em up action is a little monotonous but it's basically good, undemanding fun, and the occasional sight of having one of your fellahs picked up by a slimer then dropped to

▼ *Scoop the goop.*

▼ *A bony T-Rex blocks the road.*

▲ *A New Yorker gets carried off!*

USTERS II

his doom is a right laff...

Finish this stage and you enter the final confrontation. To return to Earth and rule it, Vigo's ghost has to enter the body of a baby, and the baby he happens to have chosen is Oscar Barrett. He is drawing power from Oscar who has been placed before his painting by the zombified artist, Janosz Poha. You have to abseil the 'Busters into the gallery one at a time, then select one of them to grab the baby and hide it, another to do over Janosz, and then another two to zap Vigo when he finally emerges. I won't go into any further detail, because the way this section plays is almost identical to the scene from the film. Anyone who's seen it will know exactly what to do.

Don't worry if you haven't seen the film, though, as the game loads plot details, digitised pics and speech before each sub-game.

I was quite surprised to find that Ghostbusters II was one of the very few games of the film which actually matches the quality of the film. In fact, I was a bit disappointed with the film so I'd go even further than that and say that it is even more enjoyable than watching the movie! The graphics are excellent throughout, the action is accompanied by three neat renditions of the film's soundtracks and all three games are good fun to play. What else matters?

PAUL GLANCEY

ST	£24.99
GRAPHICS	88%
SOUND	85%
VALUE	82%
PLAYABILITY	84%

A great license which puts the movie's action sequences to very good use in three varied and playable levels.

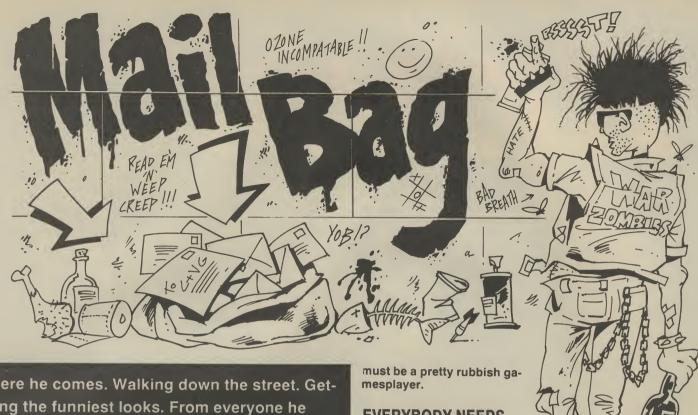| OVERALL	85%

▼ Zap Janosz and save the kid.

▲ Bummer. You lose...

YOU LOST...
N.Y. SLIDES INTO THE 7TH LEVEL OF HELL

Drivin'

60

DoMARK

modore 64 · Amstrad · Spectrum

Mail Bag

OZONE INCOMPATABLE!!

READ 'EM 'N' WEEP CREEP!!!

YOB!?

BAD BREATH

FSSSST!

HATE

WAR ZOMBIES

PRICEY CREDITS

Dear YOB,
I'll get straight to the point - has anybody noticed the price of arcade machines lately?
For example, I was in an arcade the other week and I was happily playing on Chase HQ and ran out of time. I delved into my trouser pocket and felt around (oooer). To my shock I had ran out of money. To be exact I had gone through 20 and I had only been there for half an hour! (And before you start getting ideas it wasn't because I was crap at everything.)
I realise that the sophistication and technology of these machines is very great and they must cost an enormous amount of money, but perhaps the arcade owners could have a system where, when they have a new machine, make people pay

about 50p a go until the machine has paid for itself (twice if they want) and then lower the price to around 20-30p a go. This would certainly please me because I am very poor (and no remarks about the stamp being 2nd class please) and I'm pretty sure it will be easier on everybody else's pockets too.
Yours poorly,
Big Balls Barry, Bedale, N Yorks.
YOB: Although your sentiments on machine pricing are sound, unfortunately a thing called money-grabbing capitalism stands between the arcade owner and him pleasing you. After all, given the choice between earning loadsamoney and pleasing some spotty oik, I'm sure you'd go for the dosh. And as for spending 20 in half an hour, I'm sorry to say and sad to report that you really

must be a pretty rubbish gamesplayer.

EVERYBODY NEEDS GOOD NEIGH-BORES

Dear YOB,
If you don't mind, please may I take the utter p*ss out of Gail Robinson in Neighbours. In the episode on Monday, 24th of July, Gail was playing Frogger on her computer at work. While playing she was pressing buttons at random, and generally taking yonks to get across the road bit. When she did she said to Paul "I've got to get across the logs; I don't think I'll do it".
Paul does it for her in 0.00023 micro seconds, then both decide to have a contest on the game. Why oh why do people on TV still talk about "those ugly Space Invader machines" and "Pole Position". When will people eventually realise that games have developed drastically and teenagers play games like Hard Drivin' not bloody Frogger.
James Oliver, Nutfield, Surrey.
YOB: Too flippin' right. It seems there's mass ignorance about computer games in the generation above us. What really cheeses me of, though, is that not only does the BBC still wheel out crummy old Acorn Micros at the first available opportunity, but there's no telly program for computer games. After all, it's the ideal media to show off graphics and sound.

And it's a proven fact that playing computer games is the second most popular pastime after watching the television. Channel Four shows obscure "Dance on Four" programmes (usually four twerps from the Lambeth Inner City Dance School doing Swan Lake in Dr Martens accompanied by tone deaf musicians on dustbins) - how many people watch that, compared with the potential audience of a decent computer programme? Write in and let your feelings known...

OU EST LA MACHINE?

Dear YOB,
I am writing to you to see if you can help me. It is about two of my all-time favourite arcade games: Dragon's Lair which I have not played in 4 years, and Super Don Quixote, 2 years. Please could you tell me where in England

I could find these amazing games. I've tried Scarborough, Whitby, Redcar, Blackpool and Alton Towers, with no luck. Also could you tell me how much they both cost as complete machines and where I can get them from.
Michael Pearson, Saltburn, Cleveland.
YOB: Jazza, arcade guru of the western world reliably informs me that there's a Dragon's Lair machine in one of the arcades in his home town of Southend. As for Super Don Quixote - it's very, very unlikely you'll find one anywhere. And don't even think about buying a laser disk arcade machine - they're very unreliable and are incredible difficult to maintain.

I SAW...
Dear YOB,
I have developed an incredible technique to create two computers from one!! Simply take a good, sharp chainsaw and slice all the bits in your computer in two! Then reassemble and voila - two computers for the price of one!!
B Firth, Stevenage Herts.
YOB: What a great trick! Try it out on your head and see if you get similar results - but make sure you have adult supervision.

DUTCH CHEESE
Dear YOB,
The first part of my letter is about the Dutch jerk who calls himself Marco Van Basten from somewhere called DPSF. He reckons we're stupid having Big Screen and AGM (which have now been got rid of). However, he is the stupid one because he is a software pirate. And he also claims he's putting them on British shelves. It's completely pointless because all he can do is get caught eventually. So next time he writes send him a few hand grenades and get a mechanism so when he opens the parcel, the pins are pulled out. KABOOM! No more Dutch pirate.
John Gibson, Newcastle.
YOB: How apt. As I've always said, computer pirates are the rancid skid marks in the Y-Fronts of the computer industry.

AN ARTISTE
Dear YOB,
The drawing of the man writing Mail Bag on the wall is so crap. His body is all out of proportion and if he's just written Mail Bag then why is his pen still on the letter B?
I think I could do a lot better, so I've drawn a man for you to use.
Joss Maines, Marlbrough, Wilts.
YOB: What an artistic genius. Straight from the famous East Cheam County Primary School of painting if I'm not mistaken.

WHAT'S BEST?
Dear YOB,
I am hoping to purchase a console in the very near future and would like some advice about the Sega Megadrive and the PC Engine. Which one is technically superior, and which has better long-term prospects?
I am extremely grateful for your help.
Y Tsang, Slough, Berks.
YOB: For the answers to all your questions and more, just read the C+VG Complete Guide to Consoles Book, out in the newsagents now priced only 2.95.

CHEAT OR NOT?
Dear YOB,
I am a loyal ST owner and C+VG reader. Recently I was reading the high score page in your brilliant mag and came across the high score for Robocop. Thinking I could beat this I began to play my copy of the blockbuster game. But to my anger I could not beat the high score, not to my own lack of skill but to the conclusion that the per-

son with the high score in question is not telling the truth. Shock! Horror! I hear you say but on my own evidence I have found this to be true. It is impossible to achieve such a score without the use of some sort of cheat. Trying every possible means of beating this score I still came 40,000 points short of Robocop's score on completing the game.
Please deal with this person in the appropriate manner.
Sam, Belfast.
YOB: The way to get a score that high on Robocop is to blast as many baddies as possible within the time limit. You can get scores that high - you'll just have to practice, matey.

LET'S MAKE LOTS OF MONEY
Dear YOB,
Please can you tell me what I have to do to make a lot of money like a computer wizz-kid.
No name supplied.
YOB: Easy, write a completely brilliant game that sells loads of copies.

NO CHANCE
Dear Yobby-Poos,
Please could you have a quiet word with your comrade Julian Rignall and talk him into giving me his PC Engine as I don't feel inclined to fork out the spondoolicks for a brand new one. If you don't I might come round and accidentally snip off his hippy-style hair!!!
Simon Bailey, Barnehurst, Kent.
YOB: Go forth and multiply was Julian's succinct answer.

A XENON STAR
Dear YOB,
On Wednesday 11th, at precisely 5:30, my house was finally at rest. I nervously moved towards the computer to insert the fatal disk. This time, there were to be no interruptions, this time the Xenites were going to die. As it turned out, everything went exactly to plan. I even had four lives by the time I came to the last end of level guardian. I was cool, confident and collected. Billy Joel's latest song blared loudly in the background and the final confrontation began.
It was a piece of cake; he had no defence against three lasers, bullets that were bigger than my ship, two shields and enough power-ups to supply the National Grid. In fact, my armoury was so big I felt sorry for him.
Well, the reason I'm writing is because I want to see if I am the first person to finish Xenon II. Or if not, how many came before me.
Jonathan Khan, Broxbourne, Herts.
YOB: Sorry to disappoint you, but you're the 1,537th person to finish the game. Make sure you're quicker next time.

Mail Bag

OZONE INCOMPATABLE!!

READ EM 'N' WEEP CREEP!!!

YOB!?

SSSSSST!

HATE

BAD BREATH

WAR ZOMBIES

WET NANCY GIRLIE

Dear YOB,

I am a cool rock hard high flying guy! And if anybody messes with me I will break their ankles with a pair of Doc Martens, so send me a C+VG T-Shirt or else.

Steven Moon, Liverpool.

YOB: Cool? Rock hard? I bet you wear pink slippers with fluffy pom-poms and listen to Bros, you big wet girlie nancy.

WRESTLIN'' SPEC-TRUM

Dear YOB,

I own a pretty pathetic Speccy. But I love wrestling so could you give me a list of wrestling games available for it and how good or bad they are. Are there any plans to convert the coin-op Main Event, as I think it's dead cool.

Hulk Hogan, Shrewsbury.

YOB: As far as I know there's no conversions of Main Event coming on any machines. Tough.

PENNY WISE...

Dear YOB,

I went out and bought an arcade yesterday, cos it will be a darn sight cheaper than buying all the inferior, crap coin-op licences coming out at Christmas!

Mark "The Owner Of A Brand Spanking New Arcade" W, Keston, Kent.

YOB: No it won't.

HONORARY TWERPS OF THE MONTH

Dear YOB,

Our company has copied many well known games, like: Robocop, Operation Wolf, Mr Heli, Last Ninja II, etc etc. This is all possible, because: a) a lack in the Dutch law, b) our Research and Copy team has done a great job!

By the way, why did you call our Chairman of the Board, Marco Van Basten MBA, a twerp (C+VG, July 1989)? He isn't pathetic at all!!!

Prof Dr Ruud Gullit MBA, Dutch Piracy Software Federation

YOB: Well, what a right festering little pustule we have here. What annoys me about this sort of person is their immense self-importance. They think they're so ruddy clever, when in fact their mindless antics require the brains of a retarded slug. And I'm afraid that like you, your "chairman" IS a pathetic little twerp - why don't you just go back to tulip picking and do us all a favour?

IT'S EASY

Dear YOB,

I have one mega-complaint to put to Julian Rignall. How in Yob's name can he clock up a score of 12,670,000 on Nintendo's Gradius when it only goes up to 9,999,990? Was it just a mistake and you meant 1,267,000? If so I am bloody annoyed as I spent 8 hours clocking up the highest possible score. I had over 90 lives left, only to find that the score returned to zero.

If JR arrived at the score by clocking the top score and then getting another 2,670,000 then this can't really be called 12,670,000 because this cannot be displayed. If you did make a mistake with the score then please make me the no.1 slot in the legendary high score table.

Asla Walker, Chesterfield, Derby.

YOB: What a flippin' div. It's called going round the clock - just because a machine can't register scores of over ten million doesn't mean it's impossible to score over that, does it? It's just a simple case of addition you dummy...

MORE SILLINESS

Dear YOB,

I'd just like to give a subtle telling off to all those "My Amiga is better than your ZX81 any day" people who insist on slagging off their nearest rival (ie ST and Amigas, C64s and Spectrums, ZX81's and Acorn Atoms, etc). Don't bother lads! There's one computer that really finishes you lot off (and it's not the Ukshi 4,000,000 bit 75,000,000 megabytes computer either). It's the DRAGON 32! I bought it way back in 1984 and it's had to be repaired once in five years. Not bad for a John Menzies display model! And don't laugh at me either.

Within two years I'd bought a Spectrum and frankly, I don't know why I bothered. Most games (I only had about ten) on the Dragon were played for hours on end, yet on the damn Speccy (and more recently my uncle's ST) I spend more time loading in the game (from over a hundred) than playing it. Come on you lot! Graphics and sound don't count for everything you know.

Besides, the trouble that Spectrum caused me is NOT worth talking about. The Dragon has used two tape recorders in five years (my Grandad uses it now), the damn Spectrum at least four. Within two months of having it I had to send it back (twice) and after a paltry year it had to be repaired.

To say the Dragon's a tough customer is an understatement. The poor thing's been on for at least ninety weeks out of the last hundred (my Grandad rarely turns it off) and nothing has happened to it yet (the repair was done beforehand). When I look at that poor, labouring beast it drives me so mad to think of all these wonderful 16 bit computers receiving so much unworthy praise. Performance beats looks any day!

Nicholas Peers, Powys.

YOB: I can't really think of anything to say, as it would be like kicking a poor defenceless blind cripple while he's down.
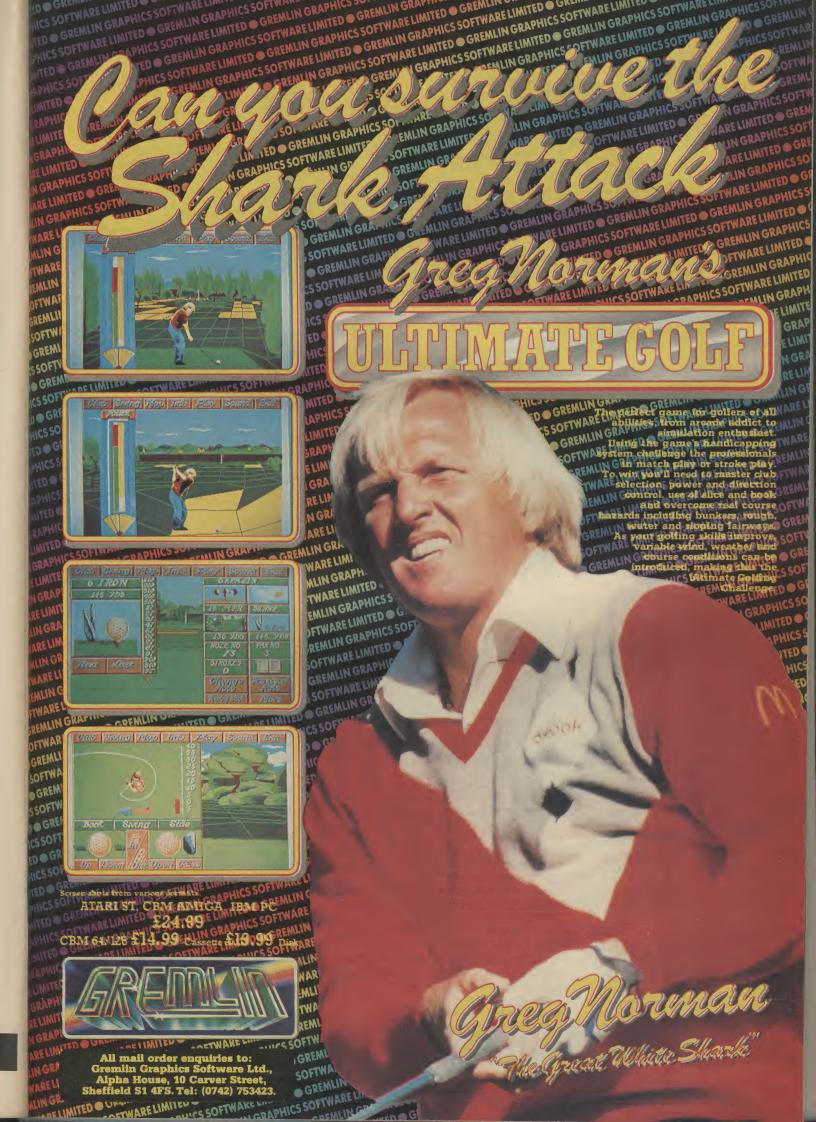
PLACCY PAGES

Dear YOB,

The other day I was reading your section and I was so busy reading it I accidentally knocked my tea all over my mag. So please please make your section waterproof. Also I think C+VG is cool.

Kieran Ginty, BFPO 140

YOB: My section is bogey proof, shock proof, smudge proof, and your finger doesn't go through when you wipe your bot on it. What more do you want?

INTERESTING

Dear YOB,

The other day I found a sweaty sock behind the fridge. I discovered it was soaking wet and, after some clever thinking, remembered that's where I'd been keeping my ice block collection.

I then deduced, it wasn't a brilliant idea to leave a stick of lighted dynamite in my brother's school bag. Even

Mail Bag

though he'd deliberately killed my pet woodlouse. I poisoned his tortoise instead. By the way, I got 1,345,000 on Out Run while blindfolded and hopping on one leg. Is this a record? Also I have a tip for your tips section. If you get totally p****d off with your computer games just pour petrol on them and set them alight! Plus an added bonus. It works with any game! Now after that mega tip I have got some questions for you. I have recently bought a PC Engine CD Rom. If I put two slices of white bread in it with a tasty filling would it toast them? Please answer this question because our toasted sandwich maker is broken and we can't afford another one after shelling out nearly 200 for a PC Engine (excluding the price of the CD Rom). Also, if I spread strawberry jam on all my Sega games (preferably Robinsons) can I play them on my PC Engine? *The Bogey, Herts.*

YOB: What a crazy loony - a couple of luncheon vouchers short of a good time and no mistake.

YODA AND DARTH STRIKE BACK

Dear Uncle Travelling Mat, Yo-Ho-Ho! Merry Christmas to one and all! May your stockings be happy and full (like Yoda's). Mind you, it does seem rather odd writing this letter in the middle of a heat wave - just to get it printed for your December issue. We would like to add our support to your strong views on piracy. Pirates cause nothing but trouble (Blackbeard was always a nasty piece of work). We

used to copy Aquarius software for seven people around the world until my friend's dog was captured by the police and subjected to hours of vicious torture. We believe that there would be no piracy if they could see what the police could do to a dog with a pair of oven gloves and a fishfinger. We think you will be excited to learn that our Space Invaders game has been signed over to Code Masters under the title of Space Invaders Simulator (original, eh?) and its sales should make us into millionaires (according to David Darling). Richard Darling may look like a total donkey, but after he had seen our game he was quoted as saying "WOW! AMAZING! What a brilliant game! The programmers must have been working on this one for decades! Wonderful! Wonderful! This game features more levels than I have pairs of Y-Fronts (three) !" We think he liked it...

Perhaps we could take this opportunity to thank you for the splendid hologram you saw fit to attach to the front of October's issue. However, Yoda and I think we will need 193 more to cover our Christmas turkey this year (either that or an extremely small turkey). Perhaps you could attach a packet of Paxo to next month's issue...?

So, once again we'll sign off with a stinking stonking spanking bonking "Goodbye"! *Darth Vader & Yoda of TAC (The Aquarius Club)*

YOB: What cer-azee loons, and we're not talking giant bottom-flapping purple trousers that our mums and dads used to go to

Woodstock in. Write again soon and make me giggle. Have a special YOB prize of one hundred pounds worth of software for being very entertaining.

NINJA SPOTTING

Dear Yob,
Come, come Grasshopper is what you said in the October issue answering a letter from Paul Halifax. When you say Grasshopper, associating it with martial arts would make you think of China, but Ninjutsu comes from Japan and when you say kung-fu as in unarmed combat that is wrong. Unarmed combat in Ninjutsu is called Yaijutsu and sword fighting is Kenjutsu. Ninjutsu splits up into many different skills such as Shinobi which means stealth walking, Bojutsu in which a ninja trains with a stick about 4 feet long. There are many more skills of Ninjutsu and when, in the arcade game Shinobi, when you do ninja magic you are supposed to be doing kugi kiri which is not a spectacular feat but a form of meditation in which the ninja makes signs with his hand. Doing this he centres his strength on the meaning of the sign. There are five signs: earth, wind, fire, water

and void. With combinations of these signs the ninja puts himself in different mental modes.

I thought I would also mention that female ninjas are called Kanoichi and use their charm and small frames to their full capabilities.
Alex Walker the Koja Ninja

Oh dear. We've now sunk to the martial arts equivalent of train spotting. Does anyone really give a flying fig whether the sprite on-screen is doing ninjutsu, karate or chop suey? It's just a game, after all. The subject of kung-fu ninja karate mateys is now well and truly closed.
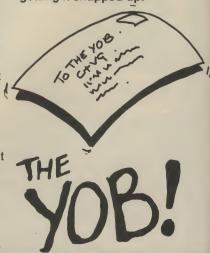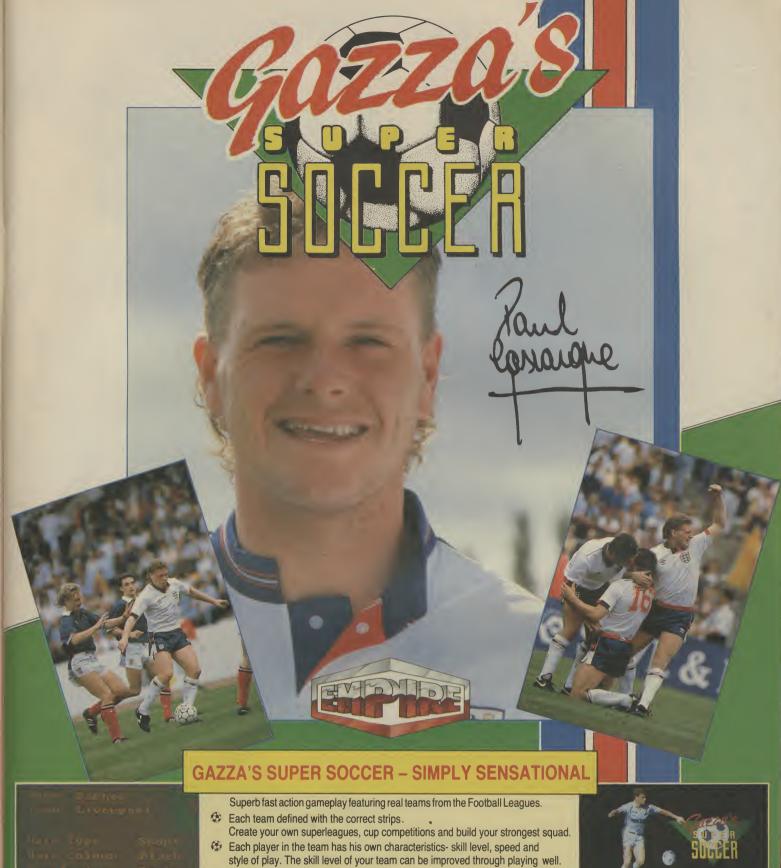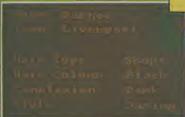
I'VE GOT A GAME

Dear YOB,
I've just finished writing a computer game on the C64, and I wonder if there's a company who wants to distribute it. It's got a one or two-player mode, the player and enemy sprites are in 16 colour hi-res mode and it has many levels of superb action and strategy. I hope you can find a good company who are willing to pay a fair price for it.
By the way, we're also working on two other games at the moment. Can you help us please.
Marco Van Steen, Prinsenbeek, Holland.

YOB: If your game is as good as you say, the best thing to do is make some protected demo disks and send them off to top companies around Europe and see whether they are interested in publishing it. If it really is good, I don't think you'll have any problems getting it snapped up.

TO THE YOB CTVG

THE YOB!

C+VG HOTLINES

LINE ONE

0898 334 150

MEGADRIVE UP FOR GRABS!!

Your ole chums at C+VG are stumping up a fab Sega Megadrive to give away to one flaming lucky punter. And who knows? We may even throw in a free game as well. You don't see generosity like this every day of the week, do you? So dial the digits, put your ear to the handset and then "do the biz", as we say in the trade.

LINE TWO

0898 555 537

WIN A PC ENGINE!!

Those wacky bods at Micromedia are offering one of those luvverly PAL PC Engine thingummies to get your nervous system a-sizzlin'!! Not only that, they're also giving the winner two games of his or her choice from the Micromedia warehouse! Get your finger ready, hit the buttons, listen VERRRRRY carefully then wing the answers in our direction sans delay.

LINE THREE

0898 555 538

WIN ANOTHER PC ENGINE!!!
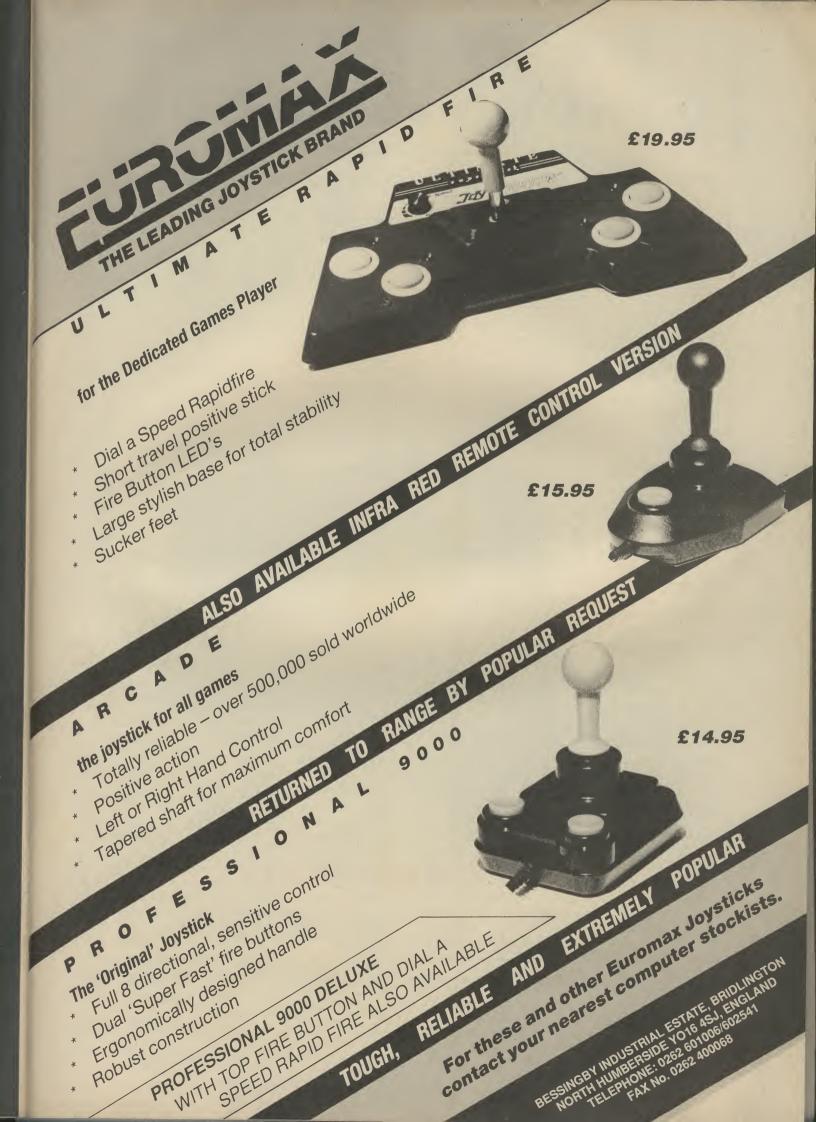
Blimey O-Flippin'-Riley!!! Micromedia, completely lovely people that they are, have provided yet another PC Engine for your delectation. Again, the winner gets a Micromedia PAL PC Engine with free game, AND two cartridges from the Micromedia range AS WELL!! Will it never end?? Grab the rap-rod, then dial 'n' smile!

LINE FOUR

0898 555 539

WIN £100 WORTH OF SOFTWARE!!

Running short of games for your old compooter? Here's the answer, me beauties. One hundred knicker's worth of groovy gear, the likes of which has rarely been seen since... well, since last month. Whatever your micro, we've got the stuff, so get on the electric talking machine and find out how to get a share.

CALLS ARE CHARGED AT 38P PER MINUTE (STANDARD RATE) AND 25P (CHEAP RATE). ALL PROGRAMMES LAST NO LONGER THAN THREE MINUTES.

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU'VE GOT YOUR PARENTS PERMISSION BEFORE YOU DIAL.

MEGA OFFER
£40 OFF A MEGADRIVE

We've had some money off-vouchers in the past - but here's the biggest saving yet! A whole £40 off a wonderful Sega Megadrive!! And better still, you get a brilliant free game to start off your collection - Alex Kidd in Miracle World. There are two versions of the machine, SCART (which only works with monitors with a SCART or EUROCONNECTOR socket), or PAL (which works with any television set). Make sure that you order the correct machine.

Send your order to PC ENGINE SERVICES, SOUTHBANK HOUSE, BLACK PRINCE ROAD, LONDON, SE1 7SJ. All correspondence should be sent to the above address and NOT to Computer and Video Games, or call 01 587 1500. Please allow up to 28 days for delivery.
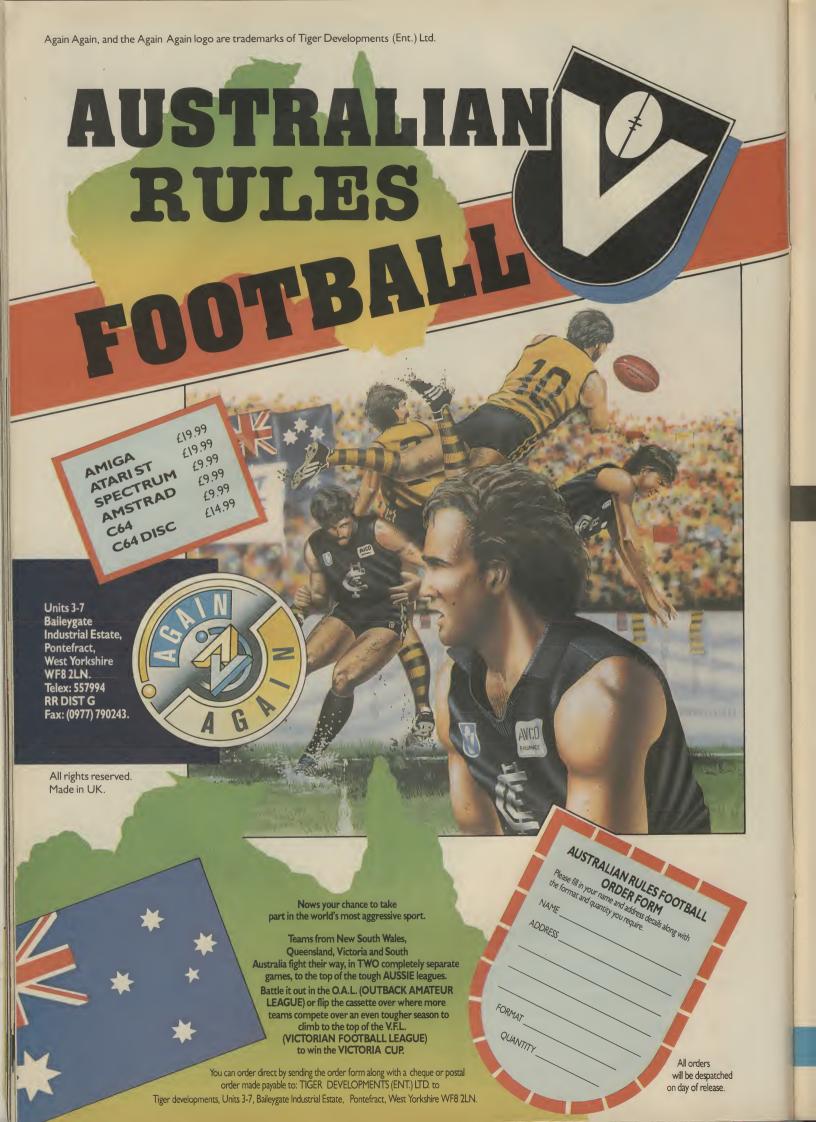
PLEASE SEND ME A...
PAL TV COMPATIBLE
SCART MONITOR COMPATIBLE
(TICK BOX)
MEGADRIVE PLEASE.

I enclose a cheque made payable to PC Engine Services for £175.00 (inc post and packing).

NAME...

ADDRESS ....

....

PLAYMASTERS

It's tips time again, with a load of stuff to help you out on all sorts of games. If you're a decent games player, send your tips to: C+VG TIPS, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. If your stuff is particularly good, you could well win the monthly megaprize of £100 worth of software for your machine! This month Dan Wilson of Bucks is the lucky winner. Next month it could be your turn...

SPECTRUM

ALTERED BEAST

To load any level, plus the end of game screen, simply press down on the whole of the keyboard while the game is in play. That tip from Steve Haw of Warley in the West Midlands.

FORGOTTEN WORLDS

Also from Steve Haw is this Multiface poke for US Gold's fab arcade conversion. To get rid of the enemies enter 30271,0. This poke also causes an interesting effect in two-player mode when the 2nd player is carrying a weapon but doesn't wish to come onto the screen.

NAVY MOVES

If, like us, you find that level one is way too hard and want to play the infinitely superior arcade adventure on load two, use the code 63723 when prompted to do so.

NEW ZEALAND STORY

Typing FLUFFY on the title screen gives you infinite lives and, if you press ENTER while playing, you jump to the next level. Also, type PHILLIP on the title screen for mega-firepower.

NINJA MASSACRE

Steve Haw has come up trumps again with three level codes for Zeppelin's budget beat 'em up-cum-platform game.

Level 05: SNOW
Level 10: EASY
Level 15: RACK
Level 20: BLUE
Level 25: STAG
Level 30: HULL
Level 35: BEER
Level 40: BARD

C64
BLOODWYCH

Chris Tweddle has compiled a useful guide to this pretender to Dungeon Master's throne, which should work on the 16 bit versions as well as the 64.

● Talk to a monster; ask it if it has anything to sell, and buy whatever it offers. Do the same again and this time buy its food for one gold piece. Do this until you have sufficient food supplies.
● Sell surplus armour, weapons, etc, so that you have enough cash with which to buy food and spells.
● Buy VITALIZE spells for each person, as they diminish the sleeping time required after combat.
● Buy a COMPASS spell as you need to know where you are going!
● Note down the prices shown on the two tapestries which you come across. The armament prices are what you should offer for anything which you buy from a monster, prior to purchasing food. Offering less is generally a waste of time.
● You will find a door with a tapestry opposite which reads "THE KEY OF HYE IS WHAT I'M DYE". This door leads to the towers.
● The key to said door is the CHROMATIC KEY, which is found in a room in the Crypt, situated through a door on the other side of The Maze.
● Once you find The Maze, use the compass spell, as there is a position where you are spun around, so remember before each step to check your bearing. Also, plan your route as it is easy to get trapped by the occu-pants of The Maze - an accurate map and a wary eye are required.
● Once you find a flight of stairs leading down with a tapestry which reads "WELCOME BACK", use your compass spell at the bottom of the stairs, as there is a point at which you revolve through 180 degrees.
● In the Crypt, find the Chromatic key in a room with a guard. Dragons or spiders make terrible conversationalists! Strike first and ensure you have an escape route.
● Check all shelves! They may hold important keys - also, look for armour left lying on the floor.
● Battle Gloves are worn whilst carrying a weapon - they aren't a weapon in themselves but they do reduce your armour rating.

SEGA
ALTERED BEAST

When the title screen appears, push up and right on the joypad and hold down button two. When you start the game you will find that, instead of having only three energy blocks, you are graced with five.

RAMBO III

If you have one, plug your rapid fire unit into the system and, when your machine gun bullets are all used up, the firing will remain the same!

OUT RUN 3D

Pressing the pause button twice sends you into the sound test.

MY HERO

Jump over the Knife and Bomb Throwers and punch them in the back to gain an extra life.

GHOST HOUSE

Keep jumping onto the arrows fired at you and, after a while, you will turn golden and receive invincibility for a short while.
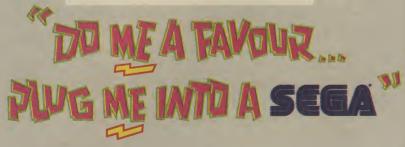
SHINOBI

Push down on the D-button and, when the eyes begin to move on the title screen, press button two. It is now possible to choose missions or rounds.

VIGILANTE

On the title screen, push up and left and hold down either of the fire buttons and SELECT STAGE will appear. Pick your starting level by moving up or down.

AMIGA

KING OF CHICAGO

C+VG caters for gamers of all ages! And just to prove it, here's a potted solution to Cinemaware's third graphic spectacular, submitted by 41 year old Ricardo Alvarez Lopez from Madrid in sunny Spain.

● Kill the Old Man to become boss of the North Side. Explain that the murder was carried out for the people of the South Side.
● Recruit five more men to your gang. If money is tight, decrease either your own or Lola's wages.
● Go for the West Side, heeding Ben's advice and supporting politician Burke.
● Recruit another five men to the gang.
● Go for the East Side, heeding Ben's advice and supporting Burke for City Hall. You now how the North, East and West Sides and a friend in City Hall.
● If you hear rumours of white slavers in your territory, let Ben solve the problem with a single telephone call.
● Attack the South Side with

a bomb. Be accurate, as you have only one opportunity. Enter the house and kill Gino.
● Kill the boss of the South Side - you are now the King Of Chicago!

SHADOW OF THE BEAST

Finding Psygnosis' latest masterpiece a tad too tricky? Ronnie Farrington who hails from the Wirral has the perfect answer to your problems. Insert disk one and when Beast title appears, press the left mouse button and joystick button together and keep them depressed until asked to insert disk two. You are now the proud recipient of unlimited lives.

NEW ZEALAND STORY

To follow on from our guide to warp zones throughout Tiki's search for his chirpy chums, here's another, this time from G Ingham of Warks. On level 2.4, stand at the entrance to the room in which the giant octopus is located and fire to the right a few times. A warp will appear which, when entered, takes you to the beginning of level 3.1!

SIM CITY

Citizens less than willing to agree to higher taxes? Follow these simple guidelines from Massimo Bartalena of Italy and watch that dosh roll into the Treasury. If only Nigel Lawson had taken this advice!

At the beginning of each year, set the tax rate from the budget level to zero %. Play in the usual way until December (or November if the speed is set at High). Go to the Budget window and set the tax rate to maximum (20%). Return to the Editor.

When the Budget window pops up in January, reset the tax rate to 0%. This way, the income will always be maximum and the citizens will live happily, believing that they live without taxes!

ST

STARQUAKE

This one's getting on a bit, but it's still one of the most playable flip-screen arcade collect 'em ups on the ST. If, however, you're finding yourself stuck as far as finding passwords are concerned, here's some from Iain Au-Yong of Leicester.

HINDI
LUANG
SOLUN
FLIED
BORNO
ROKEA
SOCHI
TABET
TSOIN
CHING
CWORE
KWANG
DAVRO
KALED

OUT RUN

While driving along the freeway, type in RED BARCHET-TA. Pressing T results in

extra time while S sends you to the next stage. Thanks for that advice, Sermad Buni of Brighton.

QUADRALIEN

Although we didn't jump through hoops when this one came out, some people obviously thought it good enough to purchase. One of those bods is Iain Au-Yong who has sent in these codewords for the levels.

Level Two:	170961
Level Three:	010655
Level Four:	610169

PACMANIA

After your two credits have been used, wait. When the level selection appears, don't press anything. If you hang on for a while a Continue countdown appears. Press fire to continue from where you left off with another two credits.

BATMAN - THE MOVIE

To complement this month's amazing Batmaps of Levels 1 and 5, here is a lowdown on how to get the best from the Batman, kindly donated by Viki Vale lookalike Chi Fai Wai of Dublin, Eire.

SECTIONS 1 AND 5

● Shoot the baddies as soon as they appear on either side of the screen.
● To pass huge gaps and spikes, stand in a position where you can shoot and hook your rope diagonally. Swing past gap/spikes and press fire when you reach the other side to release rope. Make sure you don't hit the wall or a baddie when swinging.
● To ensure that you don't fall too far when swinging, shoot the rope up and climb down to check that there is a level beneath you. If there is, it's safe to swing.
● Killing Jack Napier is a cinch. Just throw a batarang at him while avoiding the bombs he throws at you.
● Killing the Joker is slightly more difficult and needs fast reflexes. When you reach the top of the Cathedral, walk on until you see the Joker. Attempt to shoot

him - you will miss. Fire the rope diagonally at him. He slips and falls from the ladder which is suspended from his escape helicopter. Shoot at him while he is falling for a laugh!

SECTION 2
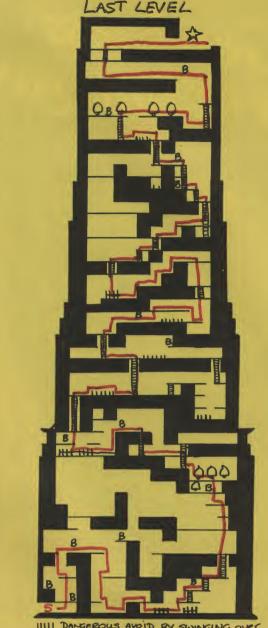
● If there is a chance, stay at the side of the road.
● Look at the arrow indicator and, at the same time, keep an eye on the Batmobile, dodging any oncoming cars.
● As soon as the indicator points up, press fire to hook batrope to lamp post.

SECTION 3

● Try as fast as you can to sort out the elements. If, after a while, you have only identified a couple, pause the game by pressing F5. The music will continue but the countdown will stop. You now have time to sort out the puzzle at your leisure. When you have got
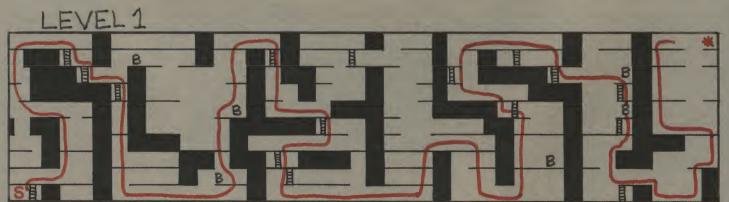
SECTION 4

● Stay a third of the screen from the right.
● Cut ropes as soon as you see them.
● Don't try to cut ropes when the balloons are being lowered. Wait until they to rise again.

LAST LEVEL

llll DANGEROUS, AVOID BY SWINGING OVER THEM.

☆ - AT THIS POINT YOU NEED TO KILL JOKER BY HITTING HIM WITH YOUR ROPE OR ELSE HE'LL ESCAPE

LEVEL 1

S - START ▤ - LADDER B - JACK NAPIERS HENCHMEN THROWING BOMBS ✳ - JACK NAPIER (SHOOT HIM)
NB. Rope cannot be extended more than 2 levels

ST

XENON II

A lot of peeps out there have been toiling night and day to complete this mega-blaster (sorry, bad pun I know). Players guides have been storming the office, the most impressive of which were sent in by Dan Wilson of Bucks and Danish dude Tommy Therkildsen. Take it away, lads!

WHAT AND WHEN TO BUY

LEVEL ONE: 1st shop buy Health, Super Nashwan. 2nd shop sell Rear Shot, buy Double Shot, Side Shot.
LEVEL TWO: 1st shop buy Side Shot. 2nd shop sell Side Shot.
LEVEL THREE; 1st shop buy Health, Rear Shot. 2nd shop sell all Rear Shot, buy Side Shot, Laser, Power-Up.
LEVEL FOUR: 1st shop sell Rear Shot, sell Side Shot.
N.B. Try to stick with your best weapon, and end up with 2xCannons, 2xLasers and either Side Shot or Rear Shot.
REMEMBER! ALWAYS SPEND YOUR MONEY IN THE SHOPS AS YOU CAN'T TAKE LEFTOVER CASH WITH YOU.

WHAT YOU'RE UP AGAINST

SEAWORMS: Annoying. Found on Level One. Don't die easily. Drain Energy when touched.
EYES: Found on Level Two. Very fast - collision is almost inevitable. Usually appear in large groups.
SLUGS: Found on Level Three, in the 'Maze'. Try to shoot them before they fire ricochet shots.
EELS: Found on Level Three. Enter the screen regularly, usually from the bottom.
WALL SNAKES: Found on Level Three. Difficult to spot at times. Go below them in order to kill.
DINOSAUR HEADS: Found on Level Four. Similar to Wall Snakes except they don't pop out.

FIRE: Found on Level Four. Similar to Wall Snakes.

HALFWAY AND END MONSTERS

SNAIL: Shoot at eye. Avoid Mines.
ALIEN: Shoot at eyes at either side of top. Scroll backwards and shoot centre eye. Avoid snakes.
SPIDER: Destroy as much web as possible. Fly down to face spider and fire continuously. Avoid fireballs.
CRAYFISH: Travels in a figure of eight. Stay below and fire into its face. Avoid claws.
SNAKE: Attacks from left of screen. Circle round, shooting head as it goes in and out of alternate sides.
DRAGON: Shoot the side heads first, then tail, then main head.
HEAD: Shoot both eyes, avoiding laser fire and extending tongue. Shoot at head when tongue goes in.
TANK: Use heat-seeking missiles.
GRAND SPACESHIP: Shoot all cannons until totally destroyed.
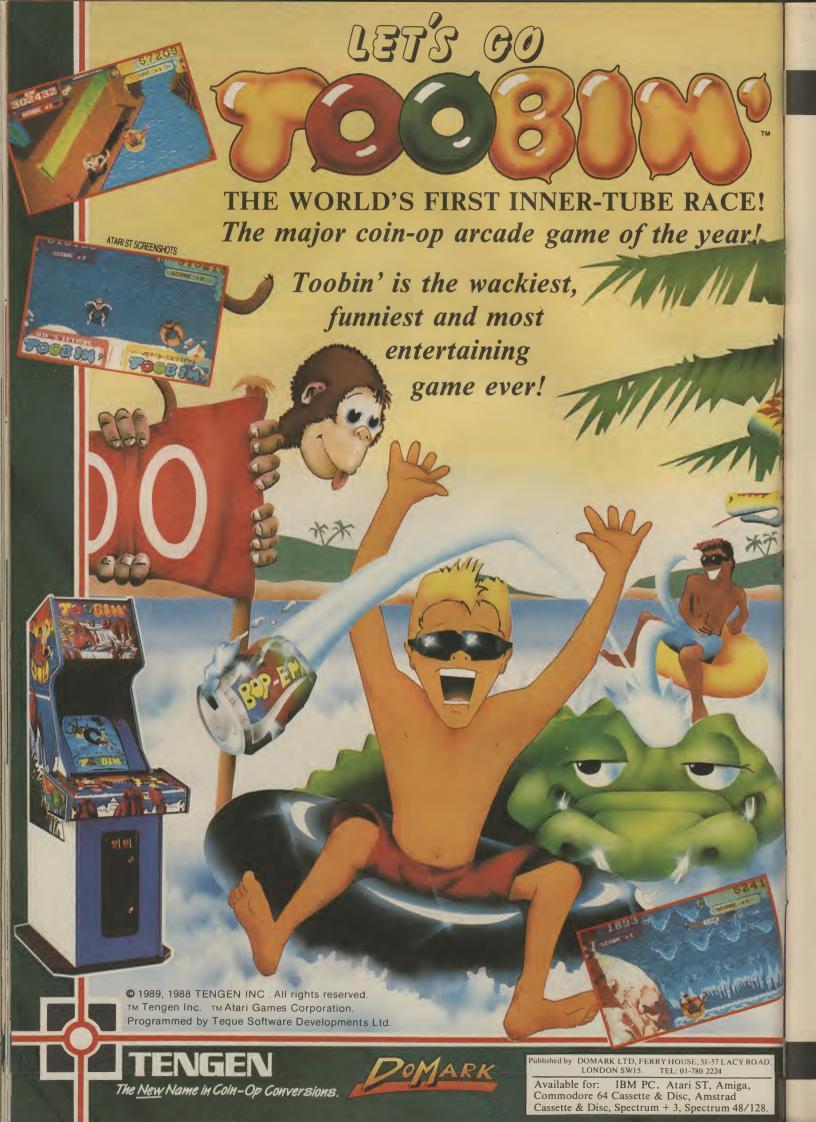
ITEM	COST	COMMENTS
ADVICE	200	ONLY USEFUL AFTER LEVEL ONE
SPEEDUP	500	ESSENTIAL TO SURVIVAL
HALF HEALTH	500	RESTORES HALF YOUR ENERGY
AUTOFIRE	500	ESSENTIAL IF JOYSTICK HASN'T ONE
NASHWAN	600	10 SECONDS OF SHEER HEAVEN
FULL HEALTH	1000	RESTORES ALL ENERGY
REAR SHOT	1000	VERY EFFECTIVE ON LATER LEVELS
SMALL MINE	1000	USELESS
SIDESHOT	1000	CANNOT BE USED WITH REAR SHOT
ELECTROBALL	1200	TOO SENSITIVE TO CONTROL
POWER-UP	2000	DOUBLES SIZE OF BULLETS
LARGE MINE	3000	USELESS
DOUBLE SHOT	3000	RECOMMENDED ON LATER LEVELS
CANNON	4000	EFFECTIVE WHEN USING TWO
DIVE	4000	WASTE OF MONEY, BUT FUN
MISSILES	4000	WEAK TO START WITH
LASER	4000	AWESOME WHEN TWO OR MORE USED
DRONE	4500	TOO SLOW TO BE EFFECTIVE
FLAMER	5000	EXTREMELY LIMITED RANGE
BOMB	5500	LIMITED RANGE BUT VERY POWERFUL
EXTRA LIFE	6000	SPEAKS FOR ITSELF
HOMERS	6000	FOUR SLOW BUT POWERFUL MISSILES
PROTECTION	6000	DOESN'T DO MUCH
BITMAP SHADES	6000	DARKENS SCREEN-UTTERLY USELESS

LET'S GO TOOBIN'™

THE WORLD'S FIRST INNER-TUBE RACE!
The major coin-op arcade game of the year!

Toobin' is the wackiest, funniest and most entertaining game ever!

ATARI ST SCREENSHOTS

BOP-EM

TENGEN
The New Name in Coin-Op Conversions.

DOMARK

Here's the place to be if you're a highscoring hero - the Official UK Highscore Tables. If you're a record breaker, send in your scores to: UK HIGHSCORE TABLE, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. If your scores are record breakers, and are verified by our panel of highscore experts (who know exactly which scores are true and false), you could well see your name up in lights.

SEGA ● ● ●

ACTION FIGHTER
8,763,400 Jay Brown, Banbury, Oxfordshire
AFTERBURNER
17,404,100 Kenneth Rorie, Craigshill, Livingston
ALEX KIDD (LOST STARS)
1,294,500 Dennis Watts, London
ALTERED BEAST
508,200 Alan Peplow, Hednesford, Staffs
ASTRO WARRIOR
1,270,200 Daniel Greetham, Tamworth, Staffs
AZTEC ADVENTURE
256,400 Peter Ramdine, Stafford
BANK PANIC
938,800 Tony Holdford, Colchester
BLACK BELT
1,197,700 Darren Louch, Bromsgrove, Worcs
BOMBER RAID
802,700 Jason Mara, London
CALIFORNIA GAMES
HALFPIPE: 29,500 Alan McPherson, Giffnock, Glasgow
FOOTBAG: 59,990 Lee Brown, London
SURFING: 8.8 Alan McPherson, Giffnock, Glasgow
SKATING: 4160 Alan McPherson, Giffnock, Glasgow
BMX: 114,800 Alan McPherson, Giffnock, Glasgow
FLYING DISK 1500: James Wheddon, Southampton
CHOPLIFTER
1,400,000 Kenneth Rorie, Craigshill, Livingston
DOUBLE DRAGON
511,980 Ben Malik, S Woodford, London
FANTASY ZONE
72,865,100 Peter Ramdine, Stafford
FANTASY ZONE II
9,541,980 Jon Evans, Walsall
GANGSTER TOWN
528,150 Conrad Hadnett, Havant, Hants
GLOBAL DEFENCE
541,160 Anthony Hoult, Walsall
GHOST HOUSE
1,175,650 James Denham, London
HANG-ON
8,553,264 Euan Matheson, Rosshire
KENSEIDEN
226,100 Martin Hudd, Stroud, Gloucestershire
MY HERO
11,773,030 Sean Hanna, Newry, Co Down
OUT RUN
53,730,420 Allan Black, Desborough, N Hants
POWER STRIKE
65,242,300 Paul Stokes, Aberdare
QUARTET
3,170,810 Gareth Willis, Bristol
RAMBO III
86,050 Neil Kelly, Isleworth, Middlesex
RAMPAGE
851,600 David Barden, Norwich
RASTAN
1,330,400 Ben Addison, St Austell
RESCUE MISSION
571,400 Paul Stokes, Aberdare, Wales
R-TYPE
4,308,500 John Bristow, Erith, Kent
SAFARI HUNT
5,284,000 Martin Jarvis, Stourbridge
SECRET COMMAND
3,285,400 Paul Stokes, Aberdare, Wales
SHINOBI
1,099,050 Andrew Mowbray, Asfordby, Leics
SPACE HARRIER
30,010,880 Alan Peplow, Hednesford, Staffs
SPACE HARRIER 3D
12,035,670 Allan Black, Desborough
THUNDERBLADE
2,608,000 David Henderson, Peterlee, Durham
VIGILANTE
154,200 Philip Paxton, Southport, Merseyside
WONDERBOY (MONSTERLAND)
10,509,990 William Wong, Nr Stockport, Cheshire
WORLD SOCCER
23-0 Steven Gemmel, Harefield, Middlesex
ZILLION II
984,200 Conrad Hadnett, Havant, Hants

MEGADRIVE

ALTERED BEAST
2,209,900 Joel Cullen, Hants
GHOULS AND GHOSTS
115,200 Lee Quelch, Essex
SPACE HARRIER II
24,260,200 Wai Yin Man, Brighton, E Sussex
THUNDERFORCE
1,373,400 Julian Rignall, C+VG

NINTENDO ● ●

BALLOON FIGHT
431,050 Sherif Salama, Egypt
CASTLEVANIA
999,999 Lee Watkins, Bristol
DUCK HUNT
1,058,500 Aaron Pearson, Forth
GOLF
71 Damien Moriarty, Queensland, Australia
ICE CLIMBER
671,350 Paul Stokes, Aberdare
KUNG-FU
854,300 Paul Stokes, Aberdare
GHOSTS AND GOBLINS
105,700 Iain Bowden, Bearsden, Glasgow
GRADIUS
12,670,000 Julian Rignall, C+VG
OPERATION WOLF
983,029 Roy Gay, Brixton, London
PRO-AM RACING
305,692 M C Warlock, Plymouth
RUSH 'N' ATTACK
969,800 Iain Bowden, Bearsden, Glasgow
SUPER MARIO BROS
9,999,990 David Hillhouse, Workington
TOP GUN
175,000 M C Warlock, Plymouth

GAMEBOY ● ●

SUPER MARIOLAND
326,880 Julian Rignall, C+VG
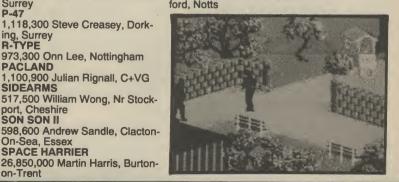**TETRIS**
196,982 Julian Rignall, C+VG

PC ENGINE ● ●

ALIEN CRUSH
110,301,300 Steve Creasey, Dorking, Surrey
CHAN AND CHAN
1,519,500 William Wong, Nr Stockport, Cheshire
DEEP BLUE
201,930 Steve Creasey, Dorking, Surrey
DRUNKEN MASTER
999,999 Bryan Servante, Stevenage
DRAGON SPIRIT
567,900 Andrew Lee, Southend on Sea
FANTASY ZONE
2,408,700 Julian Rignall, C+VG
GALAGA 88
1,436,480 Bryan Servante, Stevenage
GUNHED
3,985,400 Julian Rignall, C+VG
NINJA WARRIORS
114,210 Steve Creasey, Dorking, Surrey
P-47
1,118,300 Steve Creasey, Dorking, Surrey
R-TYPE
973,300 Onn Lee, Nottingham
PACLAND
1,100,900 Julian Rignall, C+VG
SIDEARMS
517,500 William Wong, Nr Stockport, Cheshire
SON SON II
598,600 Andrew Sandle, Clacton-On-Sea, Essex
SPACE HARRIER
26,850,000 Martin Harris, Burton-on-Trent

SUPER WONDERBOY
165,600 Lee Mallett, Danbury, Essex
TWIN HELI
1,220, 800 Julian Rignall, C+VG
VIGILANTE
99,990 Anthony Bennett, Worksworth, Derbyshire

C64 ● ● ●

ARKANOID
564,900 Graham Gurgan, Co. Down, N Ireland
ARMALYTE
30,475,400 Danny Gleghorn, Worksop
BATMAN - THE MOVIE
454,510 Mark Broadhead, South Bank, York
BOMBUZAL
326,060 Jack Howarth, Failsworth, Manchester
BLASTEROIDS
3,562,950 Graham Gurgan, Co. Down, N Ireland
BUBBLE BOBBLE
5,360,280 Jens Schroder, Suhlendorf, Germany
DALEY THOMSON'S CHALLENGE
10,670 Tony Repo, Helsinki
DENARIS
173,800 Niko Rissanen, Finland
DRAGON NINJA
89,950 Philip Steventon, Stafford
GREAT GIANNA SISTERS
101,010 Jukka Piira, Finland
IK+
588,000 Ste Markey, Liverpool
LAST NINJA II
999,810 Tim Pickup, Darwen, Lancs
MICKEY MOUSE
567,650 Daniel King, Manchester
NEW ZEALAND STORY
3,415,600 Luke Hetherington, Yeovil
OPERATION WOLF
1,000,300 B Hardcastle, Cranleigh, Surrey
PACMANIA
853,340 Lee Quelch, Essex
RAMBO III
68,450 Andrew Roberts, Walsall, W Midlands
RENEGADE III
79,995 Jukka Piira, Finland
R-TYPE
678,360 Luca Ceccarelli, Tirli, Italy
SALAMANDER
303,400 David Leitch, Milton, Glasgow
SILKWORM
1,024,600 Ste Markey, Liverpool
THUNDERBLADE
1,549,040 Paul Turton, Bottesford, Notts

HIGH SCORES

////////////////////////////////////

ST ● ● ● ●

AFTERBURNER
31,540,000 Louis Moloney, Birmingham
ALIEN SYNDROME
936,800 Andrew Stamp, Portsmouth, Hants
ALTERED BEAST
473,000 Gary Liew, London
ARKANOID
730,390 Julian Rignall, C+VG
ARKANOID II
464,390 Neil Evans, Cheltenham, Gloucestershire
BAAL
163,450 Stephen Simpson, Otley
BACKLASH
1,450,800 James Boyd, London
BEYOND THE ICE PALACE
59,980 Stephen Raggett, Guildford
BLASTEROIDS
7,473,325 Richard Halton, Horwich, Bolton
BUBBLE BOBBLE
6,345,720 Colin Tracey, Colchester
BUGGY BOY
107,340 Colin Tracey, Colchester
DRAGON NINJA
102,300 Neil Oberoi, Horley
ELIMINATOR
642,564 Horness Spencer, Redditch, Worcs
EMPIRE STRIKES BACK
550,166 Ian Pinder, Pudsey
FLYING SHARK
4,283,920 Neil Evans, Cheltenham, Gloucestershire
FORGOTTEN WORLDS
59,300 Timothy Hodges, Peterborough, Cambs
IK+
205,100 Niklas Aronsson, Sweden
IKARI WARRIORS
77,550 Craig Sutherland, Scone, Scotland
INDIANA JONES ARCADE
9,350 Richard Coward, Newthorpe, Nottingham
LED STORM
806,950 Richard Davis, London
LICENCE TO KILL
82,430 Timothy Hodges, Peterborough, Cambs
NEW ZEALAND STORY
409,797 Stephen Simpson, Otley, W Yorks
OPERATION WOLF
305,250 Aaron Kramer, Morayshire
OUTRUN
54,877,900 Gerallt Evans, Ma-

chynlleth, Dyfed
PACLAND
217,526 A Redfearn, Huddersfield, Yorkshire
RED HEAT
77,823 Timothy Hodges, Peterborough, Cambs
RETURN OF THE JEDI
126,955 Ian Pinder, Pudsey
ROBOCOP
401,220 Aaron Kramer, Morayshire
R-TYPE
523,220 Horness Spencer, Redditch, Worcs
SIDE ARMS
2,050,800 Stu, Melton Mowbray, Leics
SPACE HARRIER
6,143,100 Ben Key, Sheffield
STARGLIDER II
529,599 Stephen Simpson, Otley
STAR WARS
2,479,100 James Tarbey, Liverpool
SUPER HANG-ON
32,194,312 Aaron Van Praet, Victoria, Australia
THUNDERBLADE
618,510 Richard Davis, London
VINDICATORS
496,100 Stephen Simpson, Otley
XENON
1,755,890 Andrew Stamp, Portsmouth, Hants

AMIGA ● ● ●

AFTERBURNER
12,475,430 Martin Allsop, Derby
BARBARIAN II
676,753 Daniel Sprangers, Gressendam, Holland
BLOOD MONEY
177,550 Tim Lehane, Co Cork, N Ireland
CASTLE WARRIOR
805,261 Lior Meiry, Israel
DATASTORM
667,370 Mark Schokker, Wintersburgh, Holland
DENARIS
315,280 Stu+Tony, Chelmsford, Essex
DOMINATOR
219,947 Daniel Sprangers, Gressendam, Holland
FORGOTTEN WORLDS
638,500 Justin Edwards, Bristol
GUNSHIP
39,834 Andrew Aldridge, Erlestone, Wiltshire
HYBRIS
2,171,775 Miguel Lima, Portugal
INDIANA JONES ARCADE

33,550 Casey Gallacher, Reading, Berkshire
LED STORM
560,838 Steven Howard, Lowestoft
LICENCE TO KILL
39,573 Lior Meiry, Israel
NEW ZEALAND STORY
256,821 Mark Blackie, Brockley, London
OPERATION WOLF
1,021,122 Jegi Rahi, Crayford, Kent
PACMANIA
21,356,620 Sou-Helen Varvatou, Athens, Greece
PAPERBOY
107,150 David Pocock, S Croydon, Surrey
RICK DANGEROUS
744,550 Casey Gallacher, Reading, Berkshire
ROADBLASTERS
1,912,824 Allan Black, Desborough, N Hants
ROBOCOP
355,810 Richard Carter, Cannock, Staffs
SILKWORM
2,338,800 Pedro Lima, Portugal
SPACE HARRIER
7,566,980 Allan Black, Desborough, N Hants
STARGLIDER II
385,492 Kevin Griffiths, Wolverhampton
SUPER HANG-ON
22,118,682 Richard Shaw, Keyworth, Notts
SWORD OF SODAN
447,250 Carl Bates, Woolwell, Plymouth
TEST DRIVE
62,470 Asim B, Gants Hill, Essex
TEST DRIVE II
274,370 Petri Nissi, Finland
XENON II
352,780 David Pocock, S Croydon, Surrey

SPECTRUM ● ●

AFTERBURNER
59,555,000 John Bristow, Erith, Kent
BATMAN - THE MOVIE
208,920 Colin Neil, Castle Douglas, Scotland
DOUBLE DRAGON
843,440 John Bristow, Erith, Kent
DRAGON NINJA
1,102,060 M C Warlock, Plymouth
FIREFLY
1,643,290 Robert Preston, Warley, W Mids
FORGOTTEN WORLDS
626,500 John Bristow, Erith, Kent
LAST NINJA II
379,190 Fraser Spears, Birmingham

NEW ZEALAND STORY
309,150 Christopher Ayrliss, Bletchley
OPERATION WOLF
914,830 Martin Hills, Sittingbourne, Kent
OUT RUN
20,754,240 Robert Preston, Warley, W Mids
ROBOCOP
1,899,002 Shaun Gomm, Rickleton, Tyne and Wear
ROLLING THUNDER
156,620 Neil Haylett, Sunbury, Middlesex
THUNDERBLADE
1,944,000 John Bristow, Erith, Kent
WEC LE MANS
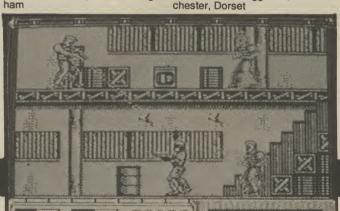335,280 Austin Stanniland, Retford, Notts

AMSTRAD ● ●

AFTERBURNER
25,310,570 Craig Nelson, Barnsley, S Yorks
BARBARIAN II
23,570 Neil Franklin, Swanley
BLASTEROIDS
106,850 Tim Goldsby, Cheltenham, Glos
BUGGY BOY
124,730 Stephen Kingston, Crewe, Cheshire
CRAZY CARS
9,975,410 Stephen Baker, Tredegar, Gwent
CRAZY CARS II
752,966 Morten Ludvigsen, Nesna, Norway
DARK SIDE
6,518,000 Stu, Melton Mowbray, Leics
DRAGON NINJA
221,675 Martin O'Connor, Withington, Manchester
GRYZOR
1,264,606 James Campbell, Welling, Kent
OPERATION WOLF
447,350 Paun Giunman, Harrow, Middx
OUTRUN
56,708,370 R McDonald, Thurnby, Leics
ROBOCOP
2,794,000 John Bristow, Erith, Kent
SOLOMON'S KEY
Paul Cayzer, Widnes
SORCERY PLUS
128,135 Ben Cumming, Eaglescliffe, Cleveland
VINDICATORS
479,000 Giles Taylor, Eastleigh, Hants
WEC LE MANS
295,660 Ben Meggeson, Dorchester, Dorset

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DOUBLE DRAGON II

BY VIRGIN/MASTERTRONIC

Last year Virgin/Mastertronic released conversions of Technos' highly popular coin-op, Double Dragon, and although they sold well, all versions were disappointing. This Christmas sees the same company releasing conversions of the sequel to Double Dragon, the imaginatively-called Double Dragon II.

If you don't already know, Double Dragon II is a horizontally scrolling beat 'em up in which one or two players get the chance to walk into the wrong side of town and do battle with anyone they find there. The reason for all this violence is simple: a group of baddies has once again kidnapped your girlfriend (didn't they get the message last time?), so you (and a mate if he's not busy) have to go and rescue her.

The backdrops are suitably seedy as the heroes begin their

▲ Two against one! That's not fair!!

quest, and within seconds the first gang members leap out from nowhere and attack. These are a pretty motley crew, ranging from cartwheeling martial arts experts and whip-wielding dominatrixes to nine-foot giants. All attempt to hit the heroes and wear down their energy bars - if this happens three times, their

quest is over.

Fortunately the heroes can give as good as they get, and have a range of kicks and punches which can be used to good effect. They can also pick up and use items dropped by baddies such as whips, knives, baseball bats and large boxes.

At the end of each level is a

very large bad guy who must be overcome before the heroes can continue, and at the end of the very last level is the boss - kick his head in and true love can finally prevail...

While Double Dragon II is basically very similar to Double Dragon, the ST conversion is far better than last year's effort. The graphics are almost identical to the coin-op, and the gameplay is very faithful. The two-player mode works very well, adding more fun to the proceedings, and the game is challenging and addictive. It's a shame Virgin/Mastertronic didn't get it right last year, but at last there's now a decent computer Double Dragon game that beat 'em up fans will genuinely enjoy.

JULIAN RIGNALL

UPDATE

Amiga-owning Double Dragon II fans will be pleased to hear that the version for their machine will feature even better graphics and sound than the ST version. We've seen absolutely nothing on the 8 bit versions, so check 'em out before buying.

ST	£19.99
GRAPHICS	81%
SOUND	72%
VALUE	76%
PLAYABILITY	83%

An accurate conversion of the popular arcade combat game which beat 'em up fans should relish.

OVERALL	80%

MYTH

HISTORY IN THE MAKING

Actual C.64 Screenshots

SYSTEM 3

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AVAILABLE ON SPECTRUM AMSTRAD CPC C.64 AMIGA ATARI ST

US Gold released their conversion of Sega's hydraulic arcade driving machine, Outrun, this time two years ago, and although it sold incredibly well, it was generally considered to be a disappointment.

Two years on and history seems to be repeating itself - for what we have here is a conversion of the sequel to Outrun, Turbo Outrun. Is it better than the original? Well, read on and find out.

The aim, as in Outrun, is straightforward enough in that you've got to race across America in your gleaming red Ferrari, with the sun whistling through your shades and your blonde girlie sat by your side. This time round, though, you have a set route from New York to Los Angeles ahead of you instead of a nameless batch of freeways, and the Testarossa in the first game has been swapped for a considerably more powerful (top speed of 202mph) F40. Gone too is the ability to choose the road you wish to drive on; to compensate, the number of stages has risen from five to sixteen (four states, each containing four stages).

At the end of each state the option is given to customise the F40, making available such extras as a bigger engine, wider tyres and a more powerful turbo boost than the one already fitted. Prowess at the steering wheel is essential to completion of the course, as all the other road users will be doing their damnedest to prevent you from finishing. Don't be tempted to drive recklessly, however; poor handling could mean your fickle girlfriend leaving you at the garage in favour of your arch rival - a hunky guy with a Porsche 959.

Just about everything from the coin-op has been included in this staggering C64 conversion - manual/automatic gear shift, variable weather conditions, the car bouncing when you hit a log, all the roadside objects... the only thing missing are juggernauts on the road and the massive flipover when you crash the car. But you don't really miss them when the gameplay's this fast and exciting.

The graphics are truly excellent, with fast and very convinc-

▲ A snowplough would make this stage easier.

BY US GOLD

TURBO O

time 00   stage 15

OVERHEAT

54

ing 3D and stomach-churning hills, and the sound is truly superb with seven soundtracks, each containing a variety of samples (over 90K in total).

I would never have believed that it was possible to produce such an accurate conversion of Turbo Outrun on the C64 - it's practically a scaled-down version of the coin-op. But here it is, and it's incredible.

Outrun is dead. Long live Turbo Outrun!

PAUL RAND

C+VG HIT!

▲ Arcade faithful, right down to the gearbox select.

▼ ST version on the starting grid

OUTRUN

UPDATE

The finishing touches are currently being put to the Spectrum, Amstrad, ST and Amiga versions of Turbo, and all should be available by the end of the month.

C64	£9.99
GRAPHICS	**92%**
SOUND	**94%**
VALUE	**90%**
PLAYABILITY	**90%**

The speed you need and all the frills you want come together in the most incredible driving game yet seen on the C64. An astounding conversion which shouldn't be missed.

OVERALL	**93%**

55

CHAMBERS OF Shao Lin

Shao Lin, so they say, is a temple of peace somewhere in the wilds of Manchuria where the monks are taught meditation, the spiritual secrets of universal energy fields, and also how to beat the doo-doo out of just about anyone on the planet.
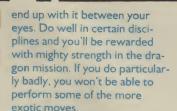
Now you're sure to be thinking, yeah, yeah, another beat 'em up, but where Chambers of Shao Lin differs from every other game of this type is in its six training sections which let you create your own fighter and build up strengths in particular disciplines. Then you can move on to a five-part quest to do over a dragon.

While some of the tests are just a matter of repeatedly dodging bombs or an opponent with a large stick, there are a few which are quite ingenious. In the Test of Speed, for example, your baldy on-screen hero is standing on a platform in a well with two holes in the walls, through which gallons of water are flowing! There are two covers suspended over the holes, but to cut their ropes you need to release the catches holding up two axes by hitting them with a steel ball suspended at head height from the ceiling. High kicks get the ball swinging but mis-time it and you could

▼ Lay that sucker out!

▼ Dodge the stick in the Test of Speed.

end up with it between your eyes. Do well in certain disciplines and you'll be rewarded with mighty strength in the dragon mission. If you do particularly badly, you won't be able to perform some of the more exotic moves.

The first part of the mission is made up of four, single screen beat 'em ups, which, as single screen beat 'em ups go, are pretty good. The graphics are smart and the computer combatants are challenging opponents. As I've already mentioned, the moves available are dependent on your success in the discipline rounds, but with a well-trained fighter there's a decent selection of kicks and punches.

The final section is fraught with dangers, in the form of swooping dragonlets and rolling rocks, which your chap has to duck and jump over.

All the sections are beautifully depicted on-screen, and if you watch the backgrounds carefully there's always someone flying a kite or a Ninja falling off a verandah or something. The sound effects are sampled, and if you have a 1040ST you get some very nice sampled music as well (520 owners get standard sound chip toons).
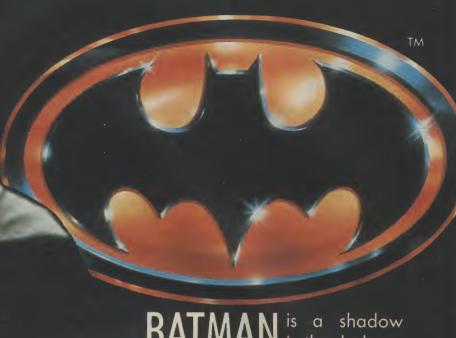
PAUL GLANCEY

ST	£24.99
GRAPHICS	80%
SOUND	82%
VALUE	82%
PLAYABILITY	79%

Doesn't have the instant playability of IK+, but the quest and character creation elements give Chambers of Shao Lin plenty of lasting appeal.

OVERALL	82%

BATMAN is a shadow in the darkness, as elusive as a dream. High above the seamy streets of GOTHAM, he is a criminal's nightmare. The only hope for a desperate city — BATMAN.

A CRASH Smash

SINCLAIR USER CLASSIC

C+VG HIT!

GOLD MEDAL AWARD

YOUR SINCLAIR MEGAGAME

thing looks and sounds first class, the game itself is far, far too easy - I got to the last level on my second go, and would probably have completed the game had I persevered for another hour or so. As the majority of the game is split between only two different game styles, the lasting appeal is questionable. Saying that, the lack of difficulty and, indeed, the licence itself, make this an ideal Christmas pressie for younger gamers, or those of you out there who haven't the time, patience or ability to sit and master a more complex game.
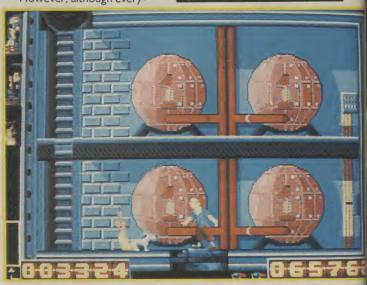
PAUL RAND

UPDATE

Amiga and PC versions are available soon, and will look and play very similarly to this version.

ST	£19.99
GRAPHICS	90%
SOUND	88%
VALUE	74%
PLAYABILITY	77%

An admirable computer rendition of the ageless cartoon character's exploits, but the lack of difficulty makes this more suited to younger players or computer game novices.

OVERALL	79%

TIN TIN

BY INFOGRAMES

O n an isolated missile base deep in the heart of Switzerland, Europe's top scientists are putting the finishing touches to the world's first moon rocket. On board, the intrepid crew of Tin Tin, his faithful hound Snowy and his chums Captain Haddock and the Prof check the in-flight computers, not realising that the dastardly Colonel Boris and his gang of evil henchmen have also joined the lunar party, intent on wrecking the mission in their own despicable way. The countdown begins - and so does our continental hero's debut adventure on home computer.

Colonel Boris and his gang have set about lighting fires and planting bombs in each of the rooms of the rocket. Sensing that something is amiss, Tin Tin and Snowy go to investigate. In a mad dash through five different stages, each with a rapidly decreasing time limit, Tin Tin must ensure that all the bombs are defused, all the fires are extinguished and Colonel Boris is disarmed and no longer poses any threat to the mission.

Once a level is cleared of danger, the scene changes to a third-person perspective 3D view of the rocket, hurtling through space. The aim of the game is to collect eight red en-

ergy orbs, needed to give the ship the necessary boost required to move that bit closer to the moon.

Tin Tin On The Moon opens with a superb animated sequence of the rocket's launch from Earth, and this high quality presentation is echoed throughout. Each of the main characters is instantly recognisable from the cartoon series, both in how they look and the way they charge about the place with reckless abandon. The sound effects are great, too.

However, although every-

▲ *Snowy shows off a rude party trick.*

ACTION

BY FIREBIRD

In the year 2029, things aren't as hunky-dory as people might have hoped. Far from the annihilation of the terrorist threat so apparent in the late 20th century, each of the world's fanatical groups have joined together in a bid to wipe out Western democracy and free trading. Oh dear. Sounds like it's time to call for the Action Fighter.

Five missions await completion in Firebird's conversion of Sega's rather obscure arcade game. The player begins by ripping up the road on a sleek, high-powered but vulnerable motorcycle. Every so often a letter of the alphabet wends its way

down the screen, beginning with A and ending with F. Once all letters up to D have been collected, the motorbike transforms into an armoured car.

During this little ground-based excursion you're given the chance to drive into the trailers of passing Sega trucks, gaining extra weapons, rockets (to shoot down any passing enemy helicopters) and limited invincibility in the process. Once the letter F is picked up it's time to transform once more as you shoot off the end of a pier and become a jet fighter, aiming to destroy airborne attackers in a vertically scrolling shoot 'em up. At the end of this stage awaits

▲ Watch out for the chopper! your target, which you must eradicate before the President issues new orders.

The coin-op never really took arcadesters by storm, so why Firebird took on this licence beats me. As a game it's quite impressive in its own way, relying on playability rather than pretty pictures. The Spy Hunter-style gameplay is certainly addictive for a while and the transformation of game styles adds variety. Unfortunately the whole concept is too simple and, even though play is tough, it doesn't really hold your interest for very long.

PAUL RAND

▼ The weapons truck makes a delivery.

▼ The weapons truck makes a delivery.

FIGHTER

ST	£19.99
GRAPHICS	71%
SOUND	66%
VALUE	69%
PLAYABILITY	78%

A faithful conversion of an obscure, yet enjoyable coin-op. It's fun for a while, but is by no means an essential purchase. Buy it if you're feeling nostalgic.

OVERALL	71%

UPDATE

Amiga, PC and CPC versions are on the way. While the Amiga version should resemble the ST game, Amstrad Action Fighter will be a colourful, slightly jerkier copy of the Spectrum version.

C64	£9.99

Very disappointing when compared to the other attempts. Garish graphics, horrendous sound and wooden animation smother what could have been a fun Spy Hunter clone.

OVERALL	46%

SPEC	£9.99

Monochrome graphics are easy on the eye and sound is as much as can be expected. An admirable conversion which is well suited to the Spectrum.

OVERALL	75%

ROCK 'N'

The main character in this game is a mouse-controlled sphere, trapped in a complex of 32 maze-like structures. And guess what? Yeah, that's right, you've got to escape from 'em all.

Although it's a generally simple task to roll around, tapping your feet to the Grease-style soundtrack which blares out of the TV speaker as you go, it isn't long before you stumble across a highly unstable section of floor. It's possible to buy pick axes with which to repair these danger zones, but these implements aren't exactly cheap and you begin without a single penny in your pocket, so it's a good idea to collect the coins left scattered around by previous, less fortunate maze explorers. The coins vary in value, starting from $100, and you must be wise with your dough, only spending it on items which you need, as opposed to want.

As well as pick axes, you can also spend your bread on bombs (to blow up obtrusive barriers and uncover previously hidden sections of walkway), armour (which allows you to smash down blockages found along the way) and parachutes (which stop you falling through holes in the maze). Keys must also be found to unlock doors in the maze.

Completing most of the 32 stages is a real challenge, as the scales of fortune are definitely NOT in your favour and you're allowed only the bare minimum of objects to assist you in the search for each exit. The ball rolls around very realistically and the programmers have got the inertia effect just right.

Backed up by impressive graphics and some great soundtracks, Rock 'n' Roll is a must for everyone who enjoys arcade puzzle games.

PAUL RAND

▲ The way out! YAAAAY!

▲ Loads of extras on level 20, but how to get there is a secret.

REVIEW

'N' ROLL

CHOICE

500

500

300

300

300

100

MONEY

EXTRA

ENERGY

AMIGA	£24.99
GRAPHICS	90%
SOUND	88%
VALUE	87%
PLAYABILITY	90%

Rainbow Arts' most impressive release for a long time. Great graphics, superb sound, infuriatingly addictive gameplay and the urge to "just finish that level" all come together perfectly in one neat package.

OVERALL	89%

▼ Vortices of arrows to send you off course.

UPDATE

All other versions of Rock 'n' Roll (namely ST, C64, Spectrum and Amstrad) are out soon, at a price of 19.99 for ST and 9.99 for all 8 bits except the Spectrum, which will be 8.99.

▼ Those keys could come in handy...
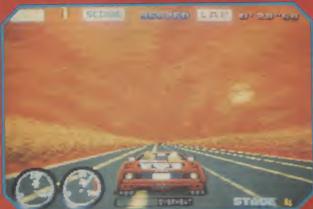
1 EASY LIVING

99 RECORD   0 MONEY
8 TIME   EXTRA
00 HISCORE   ENERGY
   SCORE

65

FRONT OF CHAIR

F1 F2 F3 F4 F5 F6

BRIDGE OF FALCON

The Falcon warps out... ▲

OMNICRON CONSPIRACY

BY IMAGE WORKS/FIRST STAR ▼

Miss Stern Official 2355.

LIBRARIAN

touch any of the computers
back there; they're very
delicate.

press ENTER key to continue

GUARD

STREET

A ce Powers was just another Star Police captain. At least, he was until a particularly pleasant dream was cut short by the buzzing of his VidiFone, ordering him to report immediately to the Chief's office on Cron. Ace knew that big things were in store for him; after all, no-one below Colonel gets to see the chief unless something's up.

Something is up - and it IS big. A drugs racket of intergalactic proportions has erupted and the blame rests heavily on the shoulders of the universe's worst scum, the Sarbai. It turns out that one of the Star Police's crack agents had infiltrated a Sarbai narcotics squad, his last transmission revealing that they were about to board one of Cron's cargo ships for reasons unknown. Since then the agent has failed to contact headquarters, so Ace has been put on the case, his duties being to discover what has happened on the vessel, the fate of the agent and, should anything have happened to him, to continue the investigation...

The game has been designed so that although it's possible to visit a lot of the 250-odd different locations in no particular order, play runs along a fairly straight line without the player actually realising, giving scope for stumbling across the odd clue by "chance", greatly enhancing enjoyment.

The amount and variety of characters throughout the game is huge, ranging from supply droids and mad scientists to alien octopi flogging life insurance! Most of the creatures you meet can be interacted with, lots of them having some rather interesting things to tell you.

Omnicron Conspiracy is a very large game which manages to cross the bridge between arcade and adventure brilliantly, ending up with a totally original game which is both highly addictive and very entertaining.

PAUL RAND

UPDATE

Amiga and ST versions of Omnicron Conspiracy are on their way and will at the very least match the PC version in terms of graphics, sound and gameplay. They should both be considerably cheaper, too.

PC	£34.99
GRAPHICS	77%
SOUND	63%
VALUE	88%
PLAYABILITY	90%

A conspiracy on a universal scale means a lot of hard detective work for a Star Cop (as well as a few lucky breaks) but the feeling of accomplishment with each new lead is immense. Rake out the dosh if you fancy your chances at cracking this superb adventure.
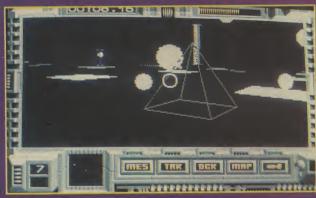
OVERALL	90%

▲ To get past this security camera...

▲ ...locate the circuit.

▲ BLAM!!

▲ ...and the way is clear.

C+VG HIT!

Interphase is set in a future where nobody watches the telly! Anyone with a spare moment goes for more direct sensory stimulation by plugging their head into a DreamTrack - an electronic recording of all the physical and emotional sensations which accompany various "exciting" experiences.

Chadd is one of the dreamers who actually master these recordings, and he's just found out that his latest track could well destabilise the mind of anyone who plays it. There's only one thing for it - Chadd has to connect his brain to the building's computer and deactivate its security systems, the cameras, pressure pads and floor turntables, while his girlfriend nips up to the top floor of the 25 storey DreamTrack Corporation building, pinches the deadly track and gets out.

As Chadd's brain infiltrates the computer it interprets the electronic surroundings as solid shapes on the surfaces of a multi-level structure of ceilings and floors. Each shape represents a different type of security circuit which Chadd can deactivate with a blast of energy or a homing missile. These weapons also come in handy for destroying patrolling debuggers, which appear as belligerent spacecraft or frogs on unicycles (it's meant to be a dream, remember).

You can play the game just as a 3D shoot 'em up, but getting to the top of the tower and out again requires brains rather than just blasting power.

Chadd is in constant contact with his girlfriend and he can check where she is at any time on a floor blueprint. As she walks the corridors, Chadd has to strategically deactivate security systems so that she can pass through unhindered. Clicking on an object locks it into the Navcom, which indicates the direction of the relevant circuit in the 3D network.

It isn't just a question of switching off everything in her path though. For instance, on

PHASE

the first floor, you have to leave a particular security camera switched on so that when the girl passes, it activates a robot which moves out of its room towards the camera. The way the system is timed means that she can just dodge past the robot, and then get safely through the room it's just left.

Unless you're a right old Mr Logic, finding each floor's solution is a matter of trial and error, especially the earlier ones which present you with more and more new components to figure out. Luckily, there's a game save option, so you don't have to start from scratch every time you get zonked.

You're not just going to be playing Interphase for its 3D graphics, excellent though they are. It's the combination of 25 levels of intriguing logic puzzles (50 if you count the return journey which, of course, has to be played backwards) and an imaginative 3D shoot 'em up which make it such a winner. In my opinion, it's one of the few ST games which approaches the standard of thinking gameplay set by Dungeon Master. And that's about the highest praise I can give.

PAUL GLANCEY

ST	£24.99
GRAPHICS	84%
SOUND	75%
VALUE	89%
PLAYABILITY	90%

A wonderfully-executed blend of strategy and arcade action. Superb 3D graphics, hours of intriguing gameplay and a cheeky sample from Pink Floyd's "Wish You Were Here" assure its success.
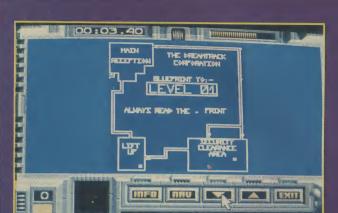
OVERALL	89%

AMIGA	£24.99

Completely indistinguishable from the ST version. Brilliant.

OVERALL	89%

UPDATE
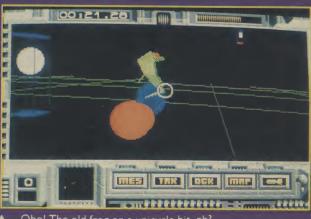*Expect a very similar PC version at the same price early next year.*

▲ Ground floor. Get from reception to the lift.

▲ Passing between floors means a trip through The Tunnel.

▲ A missile streaks towards an attacking ship.

▲ Oho! The old frog on a unicycle bit, eh?

DAY OF THE PHARAOH

BY RAINBOW ARTS

Over 4000 years ago Egypt was a thriving area, until the people lost their Pharaoh. Seth, the God of Evil, ordered rich and powerful people to kill all heirs of the Pharaoh, promising them the throne after doing so. All would have been lost for the Pharaohs were it not for Amon-Re the Sun God, who whisked one young heir away and hid him with the Fellahs, a tribe of workers who had made their home on the banks of the Nile.

Now it is time for you, as that child, to climb the social ladder from not-very-well-off-worker and emerge as rightful heir to the Egyptian throne. With only a few possessions and a ship, given to you by another God, Osiris (an enemy of Seth), you must enter the big, wide

▲ Riding the waves, dodging the rocks.

▲ Take the Pepi challenge.

world and do what must be done.

Success or failure ultimately depends upon your skills at buying and selling in the markets of the towns and cities which you can sail to in the game.
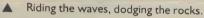
One of three arcade sequences pop up at certain times. When travelling by sea you must guide your ship (of which only the front-end is shown) through choppy, rock-laden waters viewed in second-person perspective 3D. Hit the rocks three times and the ship sinks.

Now and again a tribe of Phoenician thieves attempt to plunder your craft while in dock. This you must discourage by running up and down the deck, beating off the would-be pilferers with an oar.

The third action scene is a a horizontally scrolling spear 'em down with you on your chariot, hurling spears at enemy tribesmen on the roadside.

At first I thought this could be fun, but progress through the game is slow and unrewarding, with loading taking more time than actually playing. The buying/selling of goods isn't the most exciting of pastimes and no attempt has been made to make this section look appealing in any way.

The arcade sequences are also poorly designed, and are either far too easy, or incredibly difficult, making the game frustrating and annoying to play.

Day Of The Pharaoh is an admirable attempt at a Cinemaware-style interactive movie game, but unfortunately the poor graphics and gameplay make it a very average game.

PAUL RAND

ST	£19.99
GRAPHICS	68%
SOUND	63%
VALUE	53%
PLAYABILITY	51%

A very average attempt at a Cinemaware-style game, mostly relying on a rather poor buy/sell strategy. The arcade sequences are also very unexciting.
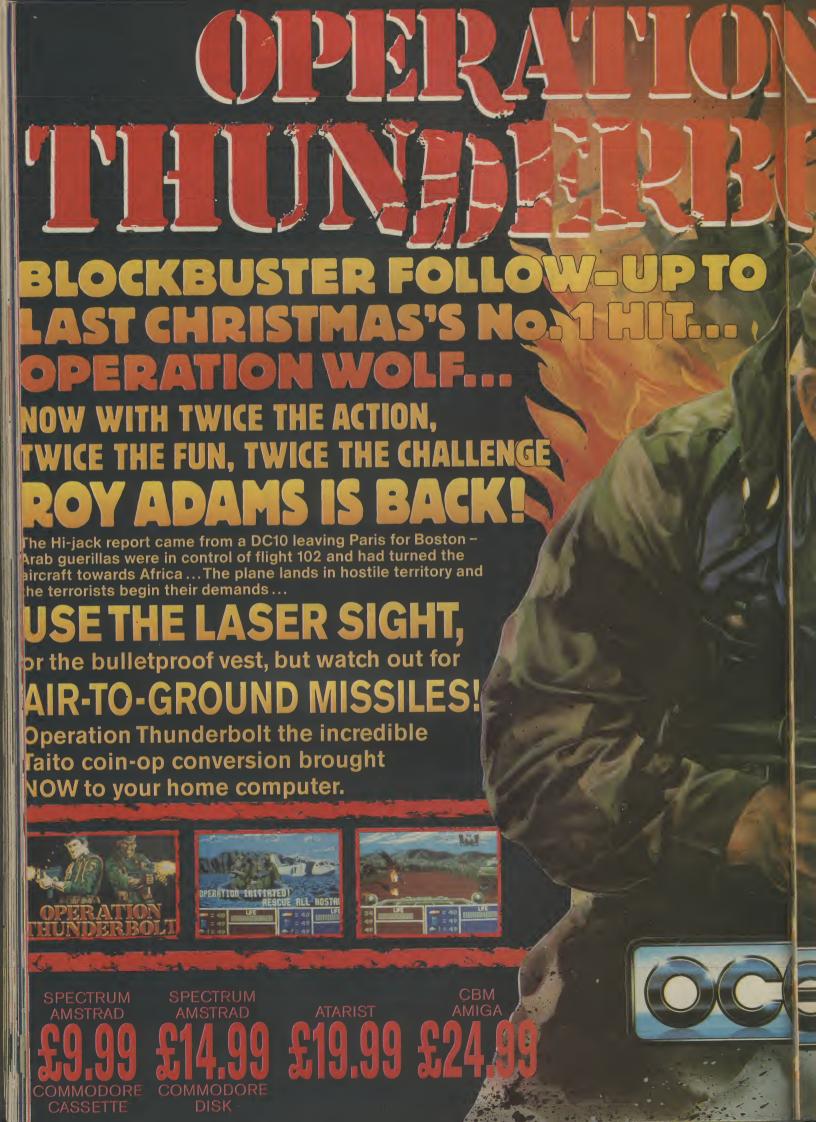
OVERALL	58%

AMIGA	£24.99

Apart from a few cosmetic differences, the game is exactly the same. There just isn't enough entertainment for your money.

OVERALL	59%

▲ What's she doing...

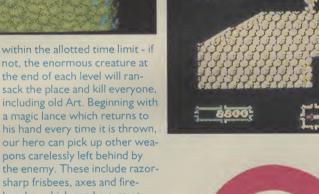▼ Running through the rain in your kex: not recommended.

Kidnappings aren't a modern day thing you know - they used to occur in medieval times too. Then, the abductors were the devil and his disciples. The ransom wasn't a few million in used notes either - the kingdom's for sake in this little caper.

But when the chips are down and things are looking, to say the least, bleak, something must be done. The hostage in question is none other than the king's voluptuous daughter - so it's time to call on Camelot's answer to Rambo, Sir Arthur T Knight, RDD (Rescuer of Damsels in Distress).

Arthur must battle his way through the many lands which make up the kingdom, which is now absolutely infested with Satan's creations. Beginning in the court graveyard and travelling through forests, castles and similarly dangerous areas, Arthur must complete each section within the allotted time limit - if not, the enormous creature at the end of each level will ransack the place and kill everyone, including old Art. Beginning with a magic lance which returns to his hand every time it is thrown, our hero can pick up other weapons carelessly left behind by the enemy. These include razorsharp frisbees, axes and firebombs, which can be a great help on some levels but a hindrance to progress on others.

As well as extra weaponry, treasure chests appear from nowhere, some of which contain magic armour with varying powers, including the ability to create a mirror image of its wearer (doubling firepower) and a smart bomb-type effect. Caution is recommended though, as many of the chests contain demons who hurl magic spells, turning the brave knight into an unarmed bow-tie-wearing duck

BY US GOLD

for a while.

Arthur starts the quest with three lives; if he is hit by a baddie or struck by a weapon he loses his armour and must continue in his natty white boxer shorts until he finds another suit. However, if he is attacked in this semi-naked state, he loses one of his lives and must go back to the beginning of the level.

Ghouls 'n' Ghosts on the ST is an extremely faithful conversion of the coin-op. Most of the original's features have been retained and, although the graphics aren't pixel perfect, they're easily recognisable. The game itself is at first frustrating, with death knocking on the door almost immediately after play has commenced. Once you start to get further and further into each level though, annoyance

▲ CHAAAARRRRGE!!

OULS N' OSTS

▲ Ooh! A nasty tree!

C+VG HIT!

turns into satisfaction with each inch gained. Sound must also be given a mention, the music being some of the best I've heard on the ST for a long time - it's very atmospheric!

Ghouls 'n' Ghosts is about as good as anyone could hope for. Practically everything which made the coin-op such a delight to play is in there, right down to the pouring rain on the forest level. Getting your armour rusty has never been so much fun!

PAUL RAND

UPDATE

Amiga and C64 Ghouls 'n' Ghosts aren't too far behind the others. The Amiga version should look and play much like its ST cousin, and the C64 version promises to be the best of the 8 bit conversions!

ST	£19.99
GRAPHICS	89%
SOUND	87%
VALUE	88%
PLAYABILITY	89%

An accurate conversion of the hit coin-op that's tough, but very addictive. Go for it!!

OVERALL	88%

AMSTRAD	£9.99

Masses of colour and loads of playability make up for the shortfalls apparent in the Amstrad version of Ghouls 'n' Ghosts, most notably the push-scroll. As with the others though, it's as good a conversion as could be sensibly expected and you can't ask for more than that.

OVERALL	85%

SPEC	£9.99

The graphics are a bit on the itchy side, but it's still a faithful conversion and an enjoyable game which provides plenty of challenge and excitement.

OVERALL	85%

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AMIGA TOP 20

1	(-)	Xenon II	Imageworks	96%
2	(17)	Promised Lands	EA	85%
3	(10)	F16 Combat Pilot	DI	76%
4	(-)	Bloodwych	Mirrorsoft	81%
5	(1)	New Zealand Story	Ocean	88%
6	(3)	Populous	EA	94%
7	(2)	Robocop	Ocean	90%
8	(6)	Kick Off	Anco	84%
9	(15)	Falcon Missions	Mirrorsoft	93%
10	(4)	Honda RVF	Microprose	82%
11	(-)	Falcon	Mirrorsoft	93%
12	(-)	Shadow o/t Beast	Psygnosis	78%
13	(5)	Test Drive II	Accolade	90%
14	(-)	Passing Shot	Imageworks	65%
15	(8)	Rick Dangerous	Firebird	87%
16	(14)	Indiana Jones	US Gold	81%
17	(16)	Vigilante	US Gold	81%
18	(13)	Lombard RAC Rally	Mandarin	83%
19	(18)	Grand Prix Circuit	Accolade	75%
20	(12)	Forgotten Worlds	US Gold	92%

At last Xenon II is out, and, as everyone predicted, it's hyper-drived straight to the number one position. Long-awaited role-player Bloodwych is another high climber for Mirrorsoft, stepping swiftly into fourth position.

PG'S TIPS
SHADOW OF THE BEAST: Expensive and bland sort of game, but flash graphics and sound are winning it a lot of fans. Expect it to climb higher.
BATMAN - THE MOVIE: Out as you read this, and probably already streaking up the chart.
INDY ADVENTURE GAME: All the thrills of the film! So good, even C+VG's die-hard blasters are hooked!

OUTSIDE BET
STUNT CAR RACER: Superb racing simulator just hitting the shelves.

Wow! Action and adventure as three new releases jump straight into the top of the chart. We expected Xenon II's instant rise but it's surprising to see Bloodwych and Promised Lands up there so soon.

PG'S TIPS
BATMAN: Just out and headin' on up already, no doubt.
STUNT CAR RACER: Micro-style's 3D stomach-churner of a race game. Great stuff.
INDY ADVENTURE GAME: Lucasfilm's superb adventure game with universal appeal.

OUTSIDE BET
TOWER OF BABEL: Intriguing 3D puzzle game from Microprose, which is sure to attract a fair bit of interest.

ATARI ST TOP 20

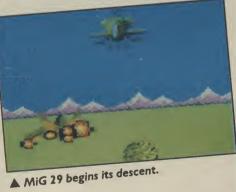|				
1	(-)	Xenon II	Mirrorsoft	94%
2	(-)	Promised Lands	EA	85%
3	(-)	Bloodwych	Mirrorsoft	81%
4	(5)	Falcon Missions	Mirrorsoft	88%
5	(1)	New Zealand Story	Ocean	88%
6	(4)	Indiana Jones	US Gold	81%
7	(-)	Populous	EA	94%
8	(7)	Falcon	Mirrorsoft	93%
9	(6)	Kick Off	Anco	84%
10	(-)	Passing Shot	Imageworks	61%
11	(-)	TV Sports Football	Mirrorsoft	87%
12	(3)	Robocop	Ocean	90%
13	(9)	Forgotten Worlds	US Gold	88%
14	(12)	Out Run	Klassix	75%
15	(-)	APB	Domark	78%
16	(-)	Rocket Ranger	Mirrorsoft	82%
17	(2)	Story So Far	Elite	85%
18	(-)	Blood Money	Psygnosis	84%
19	(-)	Postman Pat	Alternative	69%
20	(14)	Lombard RAC Rally	Mandarin	83%

HOW THE CHARTS ARE CREATED
Every month Gallup contacts, on behalf of C+VG, retailers up and down the country to find out what you've been buying. The chart uses information from retailers of every size, from small local stores to big high street chain stores. We think it's a fairer representation of the true state of sales than any other chart. We Hope you agree.

▲ Vigilante thumps enough slime to make 17th place.

▲ Xenon II warps out of hyperspace at last.

▲ MiG 29 begins its descent.

▲ 8 bit Batman swings into fourth position.

ALL FORMA

		GAME	COMPANY
1	(1)	CRAZY CARS	HIT SQUAD
2	(2)	INDIANA JONES	US GOLD
3	(4)	ROBOCOP	OCEAN
4	(-)	BATMAN-MOVIE	OCEAN
5	(6)	YIE AR KUNG FU	HIT SQUAD
6	(3)	GREEN BERET	HIT SQUAD
7	(10)	N ZLAND STORY	OCEAN
8	(15)	BATMAN '88	OCEAN
9	(-)	XENON II	IMAGEWOR
10	(5)	ENDURO RACER	HIT SQUAD
11	(9)	MiG 29	CODE MSTR
12	(-)	SPITFIRE 40	ALTERNATI
13	(-)	RICK DANGEROUS	MICROPROS
14	(8)	POSTMAN PAT	ALTERNATI
15	(12)	SCOOBY DOO	ENCORE
16	(-)	PASSING SHOT	IMAGE WOR
17	(-)	VIGILANTE	US GOLD
18	(-)	APB	DOMARK
19	(-)	TOP GUN	HIT SQUAD
20	(13)	DRAGON NINJA	OCEAN

After months of chart domination by budget software, full price games are hitting back. Still, it's a shame about crappy old Crazy Cars holding the number one position, when more deserving titles like - well, just about any of

82

...ANY	SPEC	AMS	C64	ST	AM
...QUAD	●	●	●	-	-
...LD	●	●	●	●	●
...N	●	●	●	●	●
...N	●	●	●	-	-
...QUAD	●	●	●	-	-
...QUAD	●	●	●	-	-
...N	●	●	●	●	●
...N	●	●	●	●	●
...EWORKS	-	-	-	●	●
...QUAD	●	●	●	-	-
...MSTRS	●	●	●	-	-
...RNATIVE	●	●	●	●	-
...PROSE	●	●	●	●	●
...RNATIVE	●	●	●	●	●
...RE	●	●	●	-	-
...WORKS	●	●	●	●	●
...LD	●	●	●	●	●
...RK	●	●	●	●	●
...QUAD	●	●	●	-	-
...N	●	●	●	●	●

the other games in the chart - are left floundering in the chart's nether regions. It's even pipped the immense new Batman game, but expect the Dark Knight to take the top spot next month, after the superb 16 bit versions have been released.
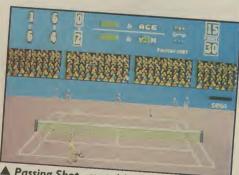
▲ Indy hangs around in second place.

▲ His friendly smile earns Green Beret sixth position.

▲ We've a hunch Scooby won't be at 19 next month.

▲ Passing Shot - surprisingly popular for poor service.

C64 TOP 20

1	(1)	Crazy Cars	Hit Squad	55%
2	(3)	Pitstop II	Kixx	85%
3	(-)	Batman	Ocean	92%
4	(6)	Indiana Jones	US Gold	80%
5	(5)	Robocop	Ocean	84%
6	(11)	New Zealand Story	Ocean	83%
7	(10)	Yie Ar Kung Fu	Hit Squad	79%
8	(9)	Summer Games	Kixx	77%
9	(4)	Enduro Racer	Hit Squad	38%
10	(2)	Green Beret	Hit Squad	81%
11	(15)	Batman '88	Ocean	80%
12	(17)	Spitfire 40	Alternative	49%
13	(13)	Double Dragon	Melbrn Hse	45%
14	(17)	APB	Domark	65%
15	(14)	Dragon Ninja	Ocean	81%
16	(20)	1942	Encore	67%
17	(-)	Top Gun	Hit Squad	29%
18	(-)	Treble Champions	Challenge	79%
19	(7)	Scooby Doo	Encore	61%
20	(-)	Emlyn's Soccer	Audiogenic	94%

Yeurrgh! Crazy Cars sits at the top for another month. Surely you could be spending your cash on better gear than this cruddy old jalopy? Hopefully one of Hit Squad's better rereleases will displace it by next month.

PG'S TIPS
STUNT CAR RACER: Just as good on the 64 as it is on the 16 bits - a major contribution to road unsafety.
MYTH: Great graphics make this arcade adventure something really special.
THE UNTOUCHABLES: Excellent seven-part interpretation of the movie - a bit late in the day, though.

OUTSIDE BET
WIZBALL: One of the best blasts ever for the C64 - at budget price! It's got to be big!

Spectrum owners are stricken with Batmania, which is good news for Ocean who have all three of their Batgames on the shelves, earning a mint. As usual, budget games dominate.

PG'S TIPS
UNTOUCHABLES: Terrific adaptation of the movie, which is bound to go far.
C&VG COIN-OP HITS: Superb compilation of five US Gold arcade classics - got to be a hit! (whaddayamean - biased?)
TURBO ESPRIT: Action-packed speed cop game, re-released at a budget price.

OUTSIDE BET
IRON LORD: Ubisoft's garlicky medieval romp, with lots of arcading and adventuring going for it.

SPECTRUM TOP 20

1	(-)	Batman	Ocean	92%
2	(2)	Crazy Cars	Hit Squad	60%
3	(1)	Batman '88	Hit Squad	80%
4	(7)	T I Dizzy	Code Mstrs	75%
5	(1)	Indiana Jones	US Gold	81%
6	(6)	Enduro Racer	Hit Squad	87%
7	(11)	Robocop	Ocean	69%
8	(5)	Postman Pat	Alternative	70%
9	(13)	Scooby Doo	Encore	75%
10	(10)	MiG 29	Code Mstrs	35%
11	(4)	Green Beret	Hit Squad	85%
12	(8)	M Carlo Casino	Code Mstrs	77%
13	(-)	Yie Ar Kung Fu	Hit Squad	70%
14	(7)	Daley's Decathlon	Hit Squad	69%
15	(-)	Spitfire 40	Alternative	69%
16	(17)	Pro Powerboat Sim	Code Mstrs	70%
17	(-)	Batman 3D	Hit Squad	82%
18	(-)	New Zealand Story	Ocean	80%
19	(16)	Fast Food	Code Mstrs	59%
20	(-)	Cup Football	D&H Games	72%
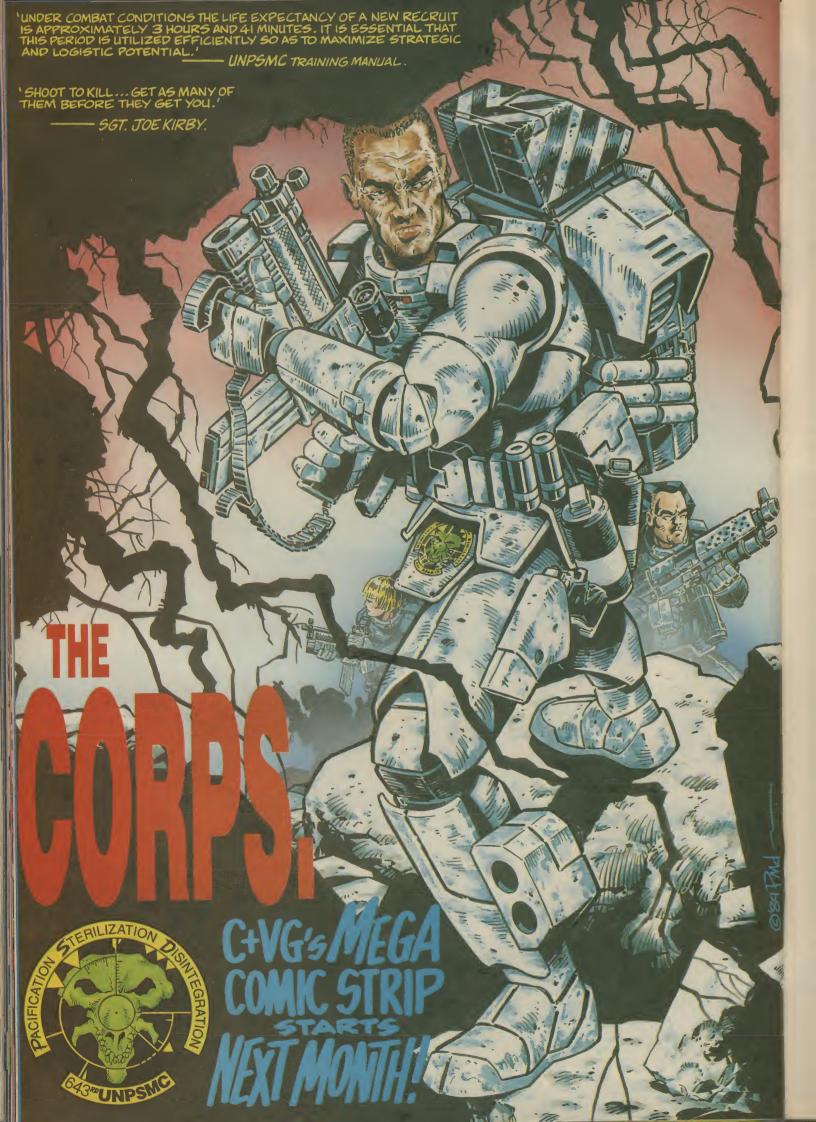
THE C+VG STAFF'S CURRENT GAME OBSESSIONS

JULIAN RIGNALL: GHOULS 'N' GHOSTS (MEGADRIVE), SUPER MONACO GP (ARCADES), INDY ADVENTURE (PC), F-15 STRIKE EAGLE II (PC), EARTHSHAKER (PIN TABLE)
PAUL GLANCEY: FINAL LAP TWIN (PC ENGINE), DRAGON SPIRIT (PC ENGINE), INDY ADVENTURE (ST), INTERPHASE (ST)
PAUL RAND: STUNT CAR RACER (C64), ROCK 'N' ROLL (AMIGA), SHADOW OF THE BEAST (AMIGA), WONDERBOY III (SEGA)

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COMPILATIO

Christmas is just around the corner, and just like every other year, that means it's time for software companies to start wheeling out compilations by the ton. Julian Rignall has been sorting out the bargains...

C+VG COIN-OP HITS

CONTENTS:
THUNDERBLADE
BIONIC COMMANDO
ROADBLASTERS
OUTRUN
SPY HUNTER

SPECTRUM	£12.99
An excellent all-round coin-op compilation with a neat mix of titles ranging from the classic Spy Hunter to last year's Christmas biggie, Thunderblade. Outrun is getting on a bit and has a stupid multiload system, but Thunderblade and Bionic Commando are both superb.

OVERALL	87%

AMSTRAD	£12.99
Hours and hours of fun are on offer with this package. Outrun is dire, but the other games in this package range from very good to excellent. Definitely one for arcade junkies.

OVERALL	83%

C64	£12.99
Thunderblade and Outrun are good, Spy Hunter is superb, but the star of the package is Bionic Commando, which sports some brilliant platform action and some amazing soundtracks. If you're a C64 owner who enjoys coin-op conversions, don't miss this bundle of goodies.

OVERALL	87%

THALAMUS: THE HITS

CONTENTS:
SANXION
DELTA
QUEDEX
ARMALYTE
HUNTER'S MOON
HAWKEYE

C64	£12.99
A stunning package of some of the best C64 games ever. Hawkeye is good, Hunter's Moon is a stunning visual and aural experience, Quedex is weird, but very playable, Sanxion is ageing, but is still a good blast, and Armalyte and Delta are two of the best shoot 'em ups on the C64. And just to make the package even more worthwhile, Delta features the best computer soundtrack ever written, and a fantastic Mix-e-lode music loading system. An absolute must for every C64 owner.

OVERALL	97%

STAR WARS TRILOGY

CONTENTS:
STAR WARS
EMPIRE STRIKES BACKS
RETURN OF THE JEDI

SPECTRUM	£12.99
The first two vector graphic Star Wars games are nicely executed, and contain all the features of the original, the third one is a bit of a disappointment. One for the collectors...

OVERALL	78%

AMSTRAD	£12.99
The vector games are both excellent renditions of the arcade originals, and Return of the Jedi, although juddery is colourful and playable. Recommended.

OVERALL	80%

C64	£12.99
The C64 isn't much cop at doing vector graphics, and the versions of Star Wars and Empire Strikes Back suffer as a consequence, with slow frame update making the game jerky to look at and tricky to play. The Return of the Jedi is blocky and doesn't really capture the atmosphere of the arcade original.

OVERALL	63%

ST	£24.99
Star Wars and Empire Strikes Back are both virtually indistinguishable from the arcade versions. Return of the Jedi packs all the features of the coin-op, but is let down by poor graphics and occasionally quirky gameplay. Still, this is a superb package for Star Wars fans.

OVERALL	81%

AMIGA	£24.99
Exactly the same criticisms as the ST package - the only difference is the clearer sampled speech on all the games. Star Wars fans shouldn't miss this.

OVERALL	81%

88

CRAZZY

WINNERS

CONTENTS:
BLASTEROIDS
THUNDERBLADE
LED STORM
IMPOSSIBLE MISSION II
INDIANA JONES AND
THE TEMPLE OF DOOM
(NOT ON ST AND
AMIGA VERSIONS)

SPECTRUM	£12.99
Blasteroids, Impossible Mission II and Thunderblade are great, LED Storm is average and Indiana Jones is simply inept. Still, this is a decent compilation that offers hours of play.
OVERALL	80%

AMSTRAD	£12.99
Again, the only poor game on this compilation is Indiana Jones. Blasteroids and Thunderblade are both great; combined with the other titles, this is a compilation that will keep you amused all Christmas.
OVERALL	81%

C64	£12.99
Impossible Mission II is a classic, while the others, apart from the horrible Indy game, are good, solid titles offering loads in the way of fun and addiction.
OVERALL	81%

ST	£24.99
Apart from LED Storm, which is a bit of a weedy game, the games on this compilation offer a decent mix of blasting and adventuring. Recommended.
OVERALL	79%

AMIGA	£24.99
Similar to the ST package, but all the games have improved graphics and sound. Featuring a decent mix of titles, Winners is an entertaining compilation of shooting and arcade adventuring.
OVERALL	80%

LIGHT FORCE

CONTENTS:
IK+
VOYAGER
BATMAN
R-TYPE

ST	£24.99
An interesting mix of titles make this a very tasty package. International Karate + is a fantastic fighting game full of action and utterly addictive, Voyager is a neat and thoughtful 3D battle game which has plenty of depth, Batman (not the game of the film, but Ocean's game of the comic) is an interesting arcade adventure and R-Type is the faithful, if slightly jerky conversion of Irem's classic horizontally scrolling arcade shoot 'em up.
OVERALL	84%

AMIGA	£24.99
All the games on this compilation feature better graphics and sound than their ST counterparts, making Light Force the best Amiga compilation available at present. Put it on your Christmas list.
OVERALL	87%

DARK FORCE

CONTENTS:
LAST NINJA II
DARK SIDE
BATMAN
R-TYPE

SPECTRUM	£12.99
Containing a mixture of shooting, adventuring and fighting, Dark Force is a powerful package of high quality games. Last Ninja II is great, R-Type is one of the best ever Spectrum shoot 'em ups, Batman (again, not the game of the film) is brill and Dark Side is an engrossing and atmospheric 3D arcade adventure.
OVERALL	84%

AMSTRAD	£12.99
R-Type is a bit wobbly on the Amstrad but Dark Side, Batman and Last Ninja II are all great, making this a good value for money compilation which will keep you glued to your Amstrad.
OVERALL	81%

C64	£12.99
A great compilation, let down only by the slow and rather cumbersome Dark Side. There's hours and hours of play in this one.
OVERALL	81%

100% DYNAMITE

CONTENTS:
AFTERBURNER
LAST NINJA II
WEC LE MANS
DOUBLE DRAGON

SPECTRUM	£14.99
A big-name game compilation which doesn't quite live up to expectations. Double Dragon isn't a lot of fun, Afterburner is alright, but gets repetitive and the other two games are very good. Check out other compilations before making a buying decision
OVERALL	73%

AMSTRAD	£14.99
Afterburner is slightly better on this version, but otherwise similar criticisms apply to the Spectrum package - shop around before buying.
OVERALL	75%

C64	£14.99
Afterburner, WEC Le Mans and Double Dragon are all dire, making this very poor value for money. Go for Dark Force instead.
OVERALL	51%

89

COMPILATIO

STORY SO FAR I
CONTENTS:
IKARI WARRIORS
BUGGY BOY
BATTLESHIPS
BEYOND THE ICE PA-
LACE

ST £19.99
A fairly good package offering a few hours of solid entertainment. Beyond the Ice Palace is a tough Ghosts 'n' Goblins clone, Battleships is a pointless computer version of the paper and pencils game, Buggy Boy is a great racing game and Ikari Warriors is a fairly enjoyable one or two-player Commando variant.

OVERALL 72%

AMIGA £19.99
The games are all very similar to the ST versions, so the same criticisms apply. A cheap and reasonable compilation.

OVERALL 72%

STORY SO FAR II
CONTENTS:
SPACE HARRIER
LIVE AND LET DIE
HOPPING MAD
BEYOND THE ICE PA-
LACE
OVERLANDER

SPECTRUM £12.99
None of the titles on this compilation are particularly brilliant, and some of them are getting on a bit. There are better compilations available at the same price that offer newer and far more exciting games.

OVERALL 62%

AMSTRAD £12.99
Nothing wildly exciting on offer - many of the better games have already been on other compilations. Check out other compilations before shelling out your dosh on this.

OVERALL 62%

C64 £12.99
A weak package which suffers the same criticisms as the other two versions. The games might offer a couple of hours entertainment, but you won't come back to them afterwards.

OVERALL 62%

STORY SO FAR III
CONTENTS:
LIVE AND LET DIE
BOMBJACK
THUNDERCATS
SPACE HARRIER

ST £19.99
Space Harrier is the best of an otherwise average collection of games. Live and Let Die is alright for a while, but Thundercats and Bombjack offer only limited entertainment.

OVERALL 60%

AMIGA £19.99
Exactly the same criticisms as the ST package - Space Harrier is good, but the rest of the titles don't offer much in the way of thrills and spills.

OVERALL 61%

STORY SO FAR IV
QUARTET
WONDERBOY
THE EIDOLON
GHOSTBUSTERS
BACK TO THE FUTURE
ALIENS

SPECTRUM £12.99
Although there are six games on this compilation, three of them - Quartet, Back to the Future and Ghostbusters - are poor and Wonderboy is only average. The Eidolon and Aliens are great, both combining atmosphere and playability superbly. The latter two games are already available on budget - it might be better to buy them separately and save some money.

OVERALL 60%

AMSTRAD £12.99
The Eidolon is one of the best-ever Amstrad games, and Aliens and Ghostbusters are both great. The rest of the games aren't very addictive and won't keep you occupied for more than a few hours. Check to see whether you can buy the three best titles on budget first before parting with your cash.

OVERALL 61%

C64 £12.99
Again, the three best titles, Ghostbusters, The Eidolon and Aliens are already available on budget - the others are all poor.

OVERALL 61%

ON CRAZZY

EPYX ACTION

CONTENTS:
4X4 OFFROAD RACING
STREET SPORTS BASKETBALL
IMPOSSIBLE MISSION II
CALIFORNIA GAMES
THE GAMES: WINTER EDITION

SPECTRUM	£12.99
4X4 and Street Sports are both poor, but the rest of the games are good and offer of varied, long-lasting entertainment.	
OVERALL	**79%**

AMSTRAD	£12.99
Same criticisms as the Spectrum version. Give it a go...	
OVERALL	**80%**

C64	£12.99
Again, the two rotten apples are 4X4 and Street Sports - the rest are great fun. Not an essential purchase by any means, but there's plenty of fun on offer.	
OVERALL	**82%**

THRILLTIME PLATINUM I

CONTENTS:
THUNDERCATS
IKARI WARRIORS
BUGGY BOY
BEYOND THE ICE PALACE
HOPPING MAD
OVERLANDER
LIVE AND LET DIE
SPACE HARRIER
GLADIATOR
DRAGON'S LAIR

SPECTRUM	£12.99
Plenty of titles on this package, but apart from Buggy Boy, none of them are outstanding. Thundercats, Beyond the Ice Palace and Space Harrier are fun, but Dragon's Lair and Gladiator are downright awful.	
OVERALL	**62%**

AMSTRAD	£12.99
Like the Spectrum version, this compilation has plenty of titles, but only a few are exciting. You'll have fun trying them all out, but as a whole the package doesn't offer much lasting appeal.	
OVERALL	**63%**

C64	£12.99
Buggy Boy, Beyond the Ice Palace and Dragon's Lair are great, but the rest are pretty poor. Fun for a while, but you'll only be playing a few of the games for a long period of time.	
OVERALL	**64%**

THRILLTIME GOLD II

BATTLESHIPS
SABOTEUR
SCOOBY DOO
AIRWOLF
FRANK BRUNO'S BOXING

SPECTRUM	£9.99
Well, well, well. Would you believe it. All the titles on this compilation are already available on budget - most of them for two pounds. The best ones to buy are Frank Bruno's and Scooby Doo. Saboteur is alright, but the other two aren't really worth bothering with. Buy them separately and save cash.	
OVERALL	**52%**

AMSTRAD	£9.99
Another pointless compilation. Just refer to the Spectrum criticism and you won't go wrong.	
OVERALL	**53%**

C64	£9.99
Yet again, refer to the Spectrum criticism. Buy your faves separately and save your cash for something better.	
OVERALL	**53%**

THRILLTIME PLATINUM II

CONTENTS:
IKARI WARRIORS
BUGGY BOY
SPACE HARRIER
BATTLESHIPS
LIVE AND LET DIE
BOMBJACK
THUNDERCATS
BEYOND THE ICE PALACE

ST	£24.99
A veritable bargain, with eight titles for only twenty five quid. Buggy Boy, Beyond the Ice Palace, Space Harrier and Ikari Warriors are all fun, but the others range from average to poor. Still, at that price you can't complain - and there's certainly hours of fun to be had with this.	
OVERALL	**83%**

AMIGA	£24.99
Again, a bargain pack featuring a wide variety of games and plenty of entertainment. A great compilation that should keep you happy all through Christmas and well into the New Year.	
OVERALL	**83%**

93

COMPILATION CRAZZZY

THRILLTIME GOLD I
CONTENTS:
PAPERBOY
GHOSTS 'N' GOBLINS
BOMBJACK
TURBO ESPRIT
BATTY

SPECTRUM £9.99
All the titles on this compilation are available on budget. If you like all the games - and Bombjack, Turbo Esprit and Ghosts 'n' Goblins are particularly good - it might be worth buying this. Otherwise buy your favourites separately.

OVERALL 63%

AMSTRAD £9.99
Exactly the same criticisms as the Spectrum version. If you like 'em all, you could save three pounds by buying this package. If you don't, pick up your favourites on budget for two quid (Turbo Esprit, Bombjack) and three quid (Batty, Paperboy, Ghosts 'n' Goblins).

OVERALL 63%

C64 £9.99
Surprise, surprise! The same criticisms again. This time, though, Batty and Ghosts 'n' Goblins are definitely worth buying separately. The rest aren't much cop - and don't bother with Turbo Esprit - it's complete rubbish.

OVERALL 60%

CHRISTMAS COLLECTION
CONTENTS:
URIDIUM
CYBERNOID II
HYDROFOOL
(SPEC/AMS ONLY)
LIGHT FORCE
ELIMINATOR
EXOLON
SANXION (C64 ONLY)

94

SPECTRUM £12.99
A tasty pot-pourri of golden oldies and new titles, none of which are bad. Hydrofool is a great 3D forced perspective arcade adventure, Eliminator is an interesting racing game-cum-blaster, while all the rest are extremely polished and playable shoot 'em ups. Highly recommended.

OVERALL 86%

AMSTRAD £12.99
The same criticisms (or should that be compliments) as the Spectrum version. The Christmas Collection offers weeks of highly enjoyable computer entertainment - check it out.

OVERALL 88%

C64 £12.99
Sanxion has been included instead of Hydrofool, making this a shoot 'em up only package - which isn't a bad thing if you're an ardent blaster. There's literally weeks and weeks of fun to be had with this one.

OVERALL 86%

TOLKIEN TRILOGY
CONTENTS:
THE HOBBIT
LORD OF THE RINGS
SHADOWS OF MORDOR

SPECTRUM £12.99
The Hobbit is a classic adventure game, and although it's nearly six years old, it's still challenging and addictive. Lord of the Rings is a similar, but larger game which comes in three parts and features multi-character control. Shadows of Mordor is relatively new, and is a complex RPG-style adventure. The Tolkien Trilogy is a brilliant package for adventure fans, and is highly recommended.

OVERALL 85%

AMSTRAD £12.99
All the versions play identically to the Spectrum games, but the graphics are far more colourful, and where relevant, the sound is better. Look out for The Tolkien Trilogy - it'll keep you engrossed for months!

OVERALL 86%

C64 £12.99
Once again, exactly the same gameplay as the other versions, but with even better graphics and sound. If you're a C64 adventurer, check this one out!

OVERALL 88%

PREMIERE COLLECTION II
ELIMINATOR
CUSTODIAN
MERCENARY
BACKLASH

ST £24.99
Backlash is an enjoyable, but ultimately dull ultra-fast 3D shoot 'em up. Eliminator is a colourful 3D futuristic blasting/racing game, Custodian is pretty poor, and Mercenary is a superb, sprawling first person 3D arcade adventure. Overall, a reasonable package

OVERALL 70%

AMIGA £24.99
Same criticisms, really. Mercenary and Eliminator are both great, but the other two games let the package down. Take it or leave it.

OVERALL 70%

GIANTS
OUTRUN
GAUNTLET II
1943
STREET FIGHTER
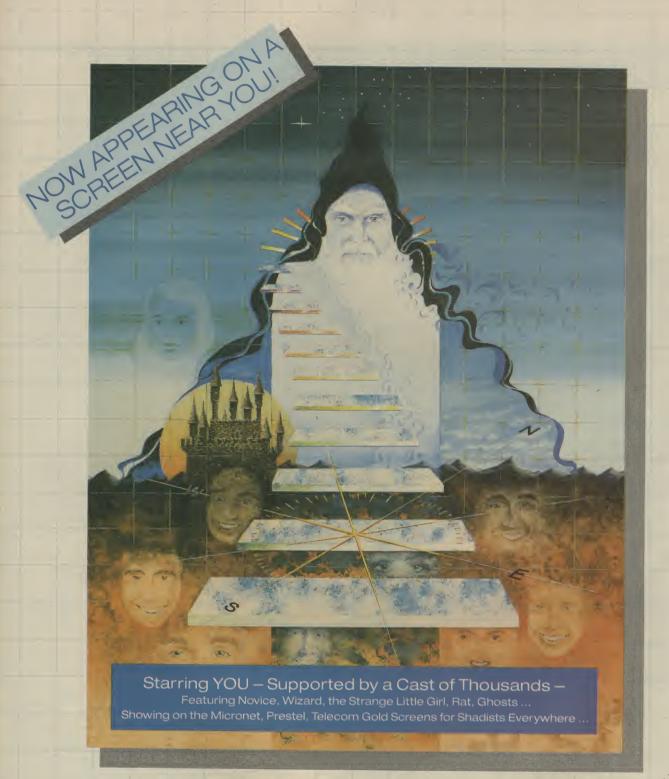
AMIGA £24.99
Gauntlet II is the star of the show, combining slick and addictive gameplay with great graphics and sound, but the others on the package aren't so hot. Street Fighter is the worst fighting game available on the Amiga - it's truly dire, Outrun is an average port-over from the humdrum ST version and 1943 is a fairly average vertically scrolling shoot 'em up. Only Gauntlet II offers more than a couple of hours entertainment...

OVERALL 65%

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CVG1

BUDGET

MUTANT FORTRESS
PLAYERS

As hard mercenary types go, Brad is somewhere in the top league. So you can guess how hard he feels when a gang of mutants make off with his adored eighteen wheeler juggernaut. Beginning in a dark forest (as does a lot of games of late) it's hardness-a-plenty in a horizontally scrolling shootout to retrieve your beloved vehicle.

Zombies must be re-killed, buzzards must be plucked with your limited supply of bullets and dinosaurs need returning to the lakes which they emerge from. With only one life, keep a close eye on your energy level, picking up the first aid kits along the way, as well as extra weapons and body armour.

Mutant Fortress pales in comparison with the horde of re-releases currently flooding the market, especially Ghosts 'n' Goblins which it looks to be derived from. Control of Brad is annoying, being unable to turn in the air when a baddie is on your back, and presentation is sparse. If you're after a game like this, try the more enjoyable and less expensive Ghosts 'n' Goblins instead.

SPEC	£2.99

Dodgy graphics and unremarkable gameplay make this a very average budget game.

OVERALL	53%

PAPERBOY
ENCORE
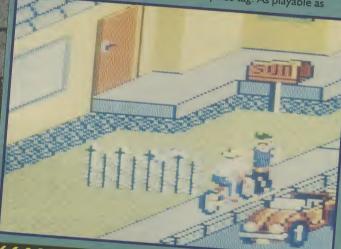
Jump on your BMX bike and pedal up the street on your week-long paper round, avoiding hazards including burglars, drunks, stray dogs, radio-controlled cars, speeding traffic and rollaway spare tyres. Each of your subscribers must have their paper delivered - if they don't get it, they'll stop their order. Annoy non-subscribers (and receive valuable bonus points) for smashing their windows and garden ornaments with a deftly-hurled newspaper. At the end of each diagonally-scrolling street is a BMX stunt course where you can rack up the points by throwing spare newspapers at the path-side targets. Don't worry if you run out of papers though; extra bundles are available at regular intervals.

We loved Paperboy when it hit the arcades; we were marginally impressed when the computer game arrived and now we're jumping for joy at its new 1.99 price tag. As playable as ever, with clear, albeit monochrome, graphics and accurate gameplay, if you missed the game first time round, snap it up now - you never know, it may even improve your paper-chucking skills!

C64	£1.99

Paperboy on the 64 wasn't the best conversion in the world first time around and, unlike a good Xmas pud, it hasn't improved with age. Sprites are blocky and ill-proportioned, in-game music is more of a whine than a tune and the odd bug rears its ugly head. Suitable fodder for confirmed Paperboy junkies only.

OVERALL	52%

SPEC	£1.99

As enjoyable as it was when it first hit the streets and, at 1.99, it should warm your heart after you've finished a cold paper round.

OVERALL	83%

HYPER-SPORTS
HIT SQUAD
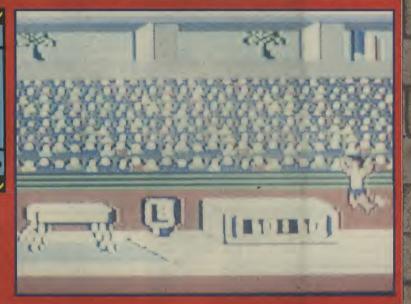
Enter the Hypersports Championship and take part in the six events of Swimming, Clay Pigeon (or Skeet) Shooting, the Vaulting Horse, Archery, Triple Jump and Weight Lifting. A combination of wrist-dislocating joystick waggling and pixel-perfect control need to be utilised to get the player through all of the disciplines. Most of the events allow three goes to equal or better the qualifying time or score, the third unsuccessful attempt means disqualification from the championship.

Even though the game is so old that it's badly in need of a shave, Hypersports refuses to give up its claim to be one of the most enjoyable arcade sports games on the 64. Some of the events are looking a little dated now, but the enjoyment is still there. A snip at three quid.

C64	£2.99

A blast from the past which upstages many of its less-wrinkly competitors. If multi-event sports sims are tops in your house, don't pass up the chance of getting Hypersports.

OVERALL 90%

RAMPAGE
HIT SQUAD

Activision's conversion of the cult three-player coin-op, which sees the players as either King Kong, Godzilla or Wolfman, each fifty feet tall, reappears on Ocean's budget label with hopes of crushing the opposition like one of the many cities which must be levelled throughout the game. To hamper the progress of the mutant monsters are the good ol' US Army who come on in droves, armed with machine guns, rockets and helicopters, with the intent of wiping out your energy (depicted by a bar at the top of the screen) and turning you back into a weedy human.

Rampage is as close a conversion as anyone could possibly hope to achieve on the Spectrum. The three-player option has been thankfully retained, and the monochrome graphics capture the spirit of the original.

C64	£2.99

Full-colour graphics do not compensate for the awkward control apparent in this version. Definitely one to have a look at beforehand.

OVERALL 62%

SPEC	£2.99

An accurate conversion, fun for people who can't get enough of the arcade game. Others may not be so ecstatic about it, though.

OVERALL 71%

AMSTRAD	£2.99

Similar gameplay to the Spectrum game, with the presentation of the 64. The best of the three but still a game to try out first.

OVERALL 74%

SOLDIER OF LIGHT
RAD

Re-released on The Edge's new budget label, Soldier Of Light is the computer version of the cult Taito coin-op, originally called Xain'd Sleena. Working for the Federation you, as Stormtrooper Xain, must act on the orders of Galactic High Command and rid the galaxy of a troupe of rampaging alien types. Each planet must be tackled one at a time and, with only a single-shot laser cannon for protection, you have a tough task on your hands. Collecting strategically placed weapon pods boosts your firepower, making life somewhat easier the further you go. Once a planet is cleared of enemies the action switches to an intergalactic dogfight as you, in your fighter ship, fly to the next area.

While the game itself is an enjoyable arcade romp with lots going on, Soldier Of Light only vaguely resembles the original arcade machine in presentation. No more than average aesthetically, it's best to think of Soldier Of Light as one of the better budget games around, as opposed to one of the feebler coin-op conversions. Worth checking out if fun without frills appeals to you.

SPEC	£1.99

Again, a fun blast, but minus any graphic or sonic niceties. Arcade addicts and people who don't know what to blow their last two pounds on should be well pleased.

OVERALL 77%

C64	£1.99

An outwardly unremarkable conversion which, despite its shortfalls, still provides a challenge for fans of the coin-op.

OVERALL 77%

BUDGET

GHOSTS 'N' GOBLINS
ENCORE

As brave Sir Knight, take on the worst that the Devil can hurl at you in your quest to rescue a fair maiden in distress. Beginning in a dark, zombie-ridden graveyard you must do away with your attackers, climb ladders, jump gaping chasms, pick up new armour when you lose yours and generally survive all the way to the last level, where it's a quick one-two with Lucifer before you get the gal.

Ghosts 'n' Goblins has lost none of it's appeal after all this time - it's still one of the most impressive arcade conversions ever on the Spectrum. Colour clash rears its ugly head now and again, but that is in no way detrimental to play. The sequel to Ghosts 'n' Goblins, Ghouls 'n' Ghosts, is out soon - what better way to prepare yourself for it than to practice with this?

C64	£1.99

The 64's enhancements, presentation-wise, make this a superb conversion. Don't miss it.

OVERALL	90%

SPEC	£1.99

Arcade hack and slay of premier quality - buy this as well as Ghouls 'n' Ghosts and complete the set!

OVERALL	88%

SHORT CIRCUIT
HIT SQUAD

Number Five is alive! But not for very long if the authorities get to him first in this budget incarnation of Ocean's game-of-the-film. A two-parter, load one sees Number Five trying to break out of the Nova Robotics factory where he was assembled, solving puzzles using his in-built devices and newly-acquired intelligence, before he is shut down by the Nova engineers. Part Two is a straightforward horizontally-scrolling shoot 'em up, blasting the baddies with your laser and jumping over innocent woodland creatures.

While the first section of the game is a reasonably addictive arcade adventure, part two is much too difficult, requiring absolutely precise timing to avoid the many animals which get in your way. Number Five is recognisable from the movie, but the game itself makes little attempt to stick to the plot. The music is jolly, though.

AMSTRAD	£2.99

Colourful sprites and backdrops have a realistic metallic sheen to them, and the music is as good as you can expect from the Amstrad. The game's the same, though.

OVERALL	62%

SPEC	£2.99

The gameplay is almost identical, but monochrome graphics look crisper and add to the atmosphere.

OVERALL	64%

C64	£2.99

A none-too-faithful film tie-in becomes a fairly playable budget game until you reach load two. It looks and sounds okay, but there's not much game to play...

OVERALL	62%

THUNDER-CATS
ENCORE

Thundercats is a horizontally scrolling, hack 'n' slay bonanza as you become Lion-O in a multi-level bash through New Earth, bumping off Mumm-Ra's Mole Men by the score and collecting extra weaponry, points and lives as you go. After every few levels the chance is given to rescue a member of the Thundercats team which, should you be successful, results in a massive points bonus.

What makes a game such as this is action, and Thundercats is laden with the stuff. Baddies attack you almost non-stop, and it's important to be on your toes at all times if you want to stay in one piece. Although mostly monochromatic, colour is used when it will not interfere with the gameplay, livening up on-screen presentation no end, as do the effective backdrops and neatly animated character sprites. Thundercats is a challenging chop 'em up.

C64	£1.99

Slight differences in gameplay, obvious graphical tweaks and sensible use of colour make this a great slash 'em down.

OVERALL	87%

SPEC	£1.99

Cheap and cheerful arcade fun of the first order.

OVERALL	85%